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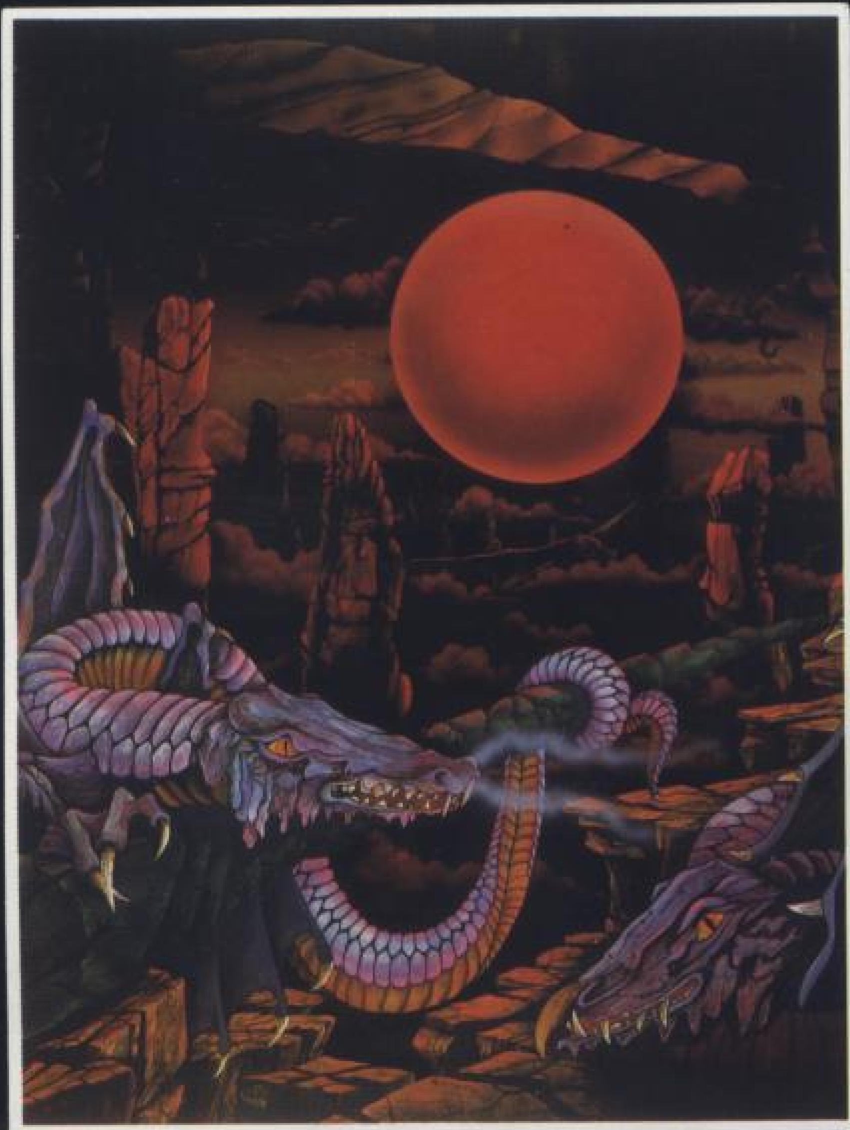



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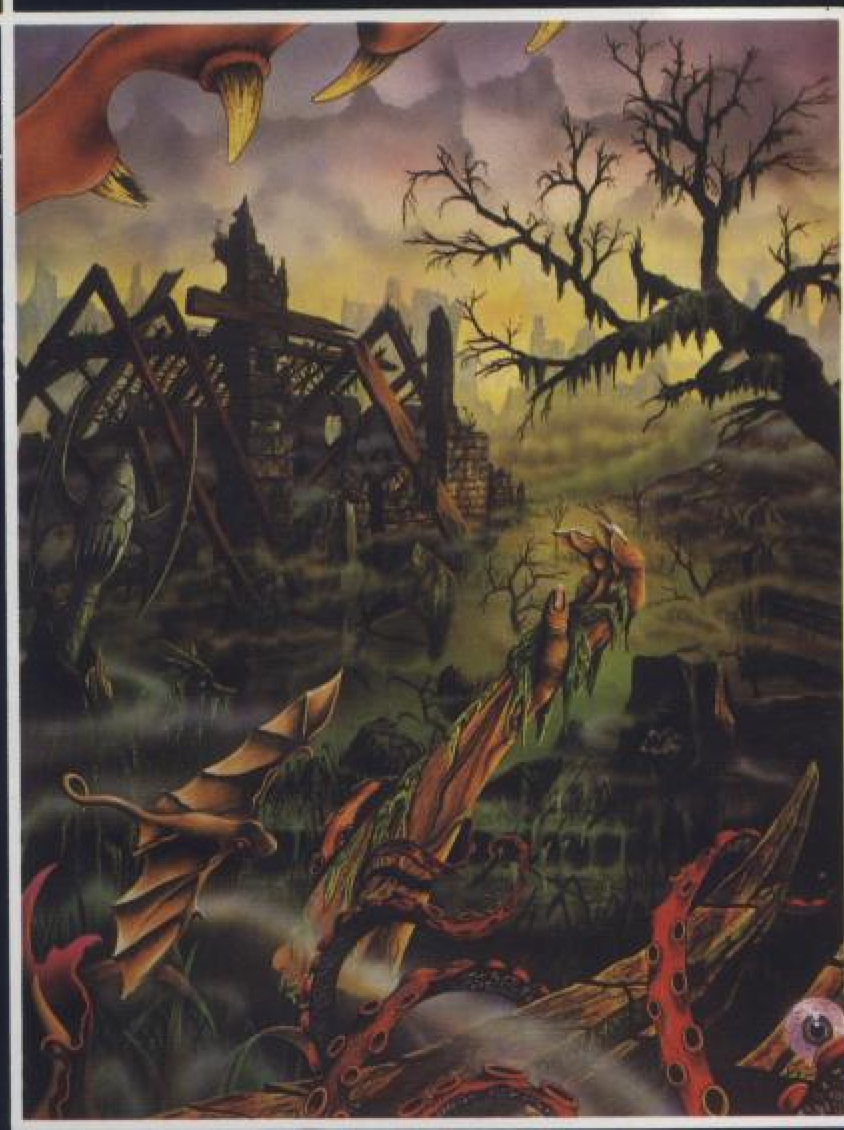
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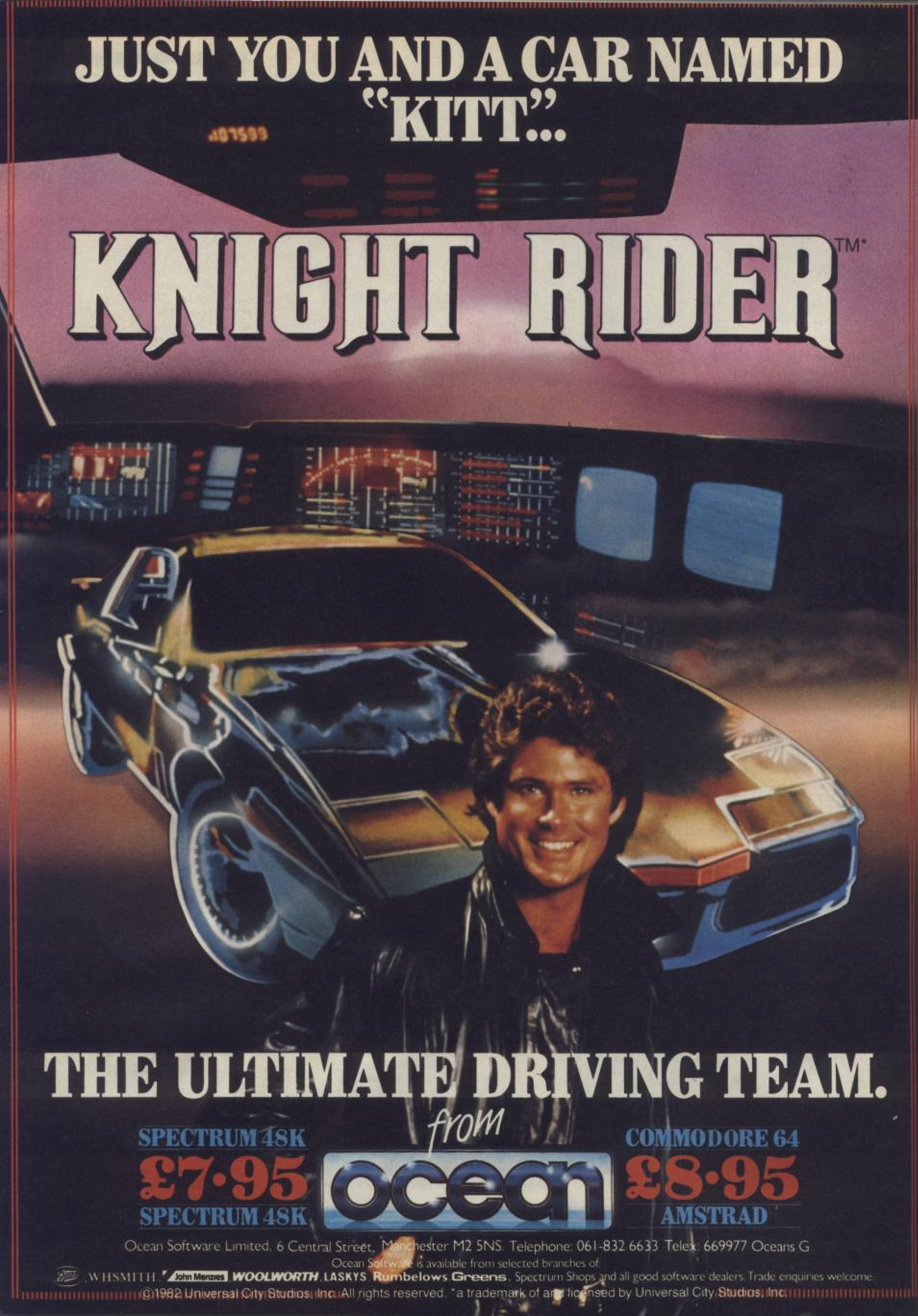


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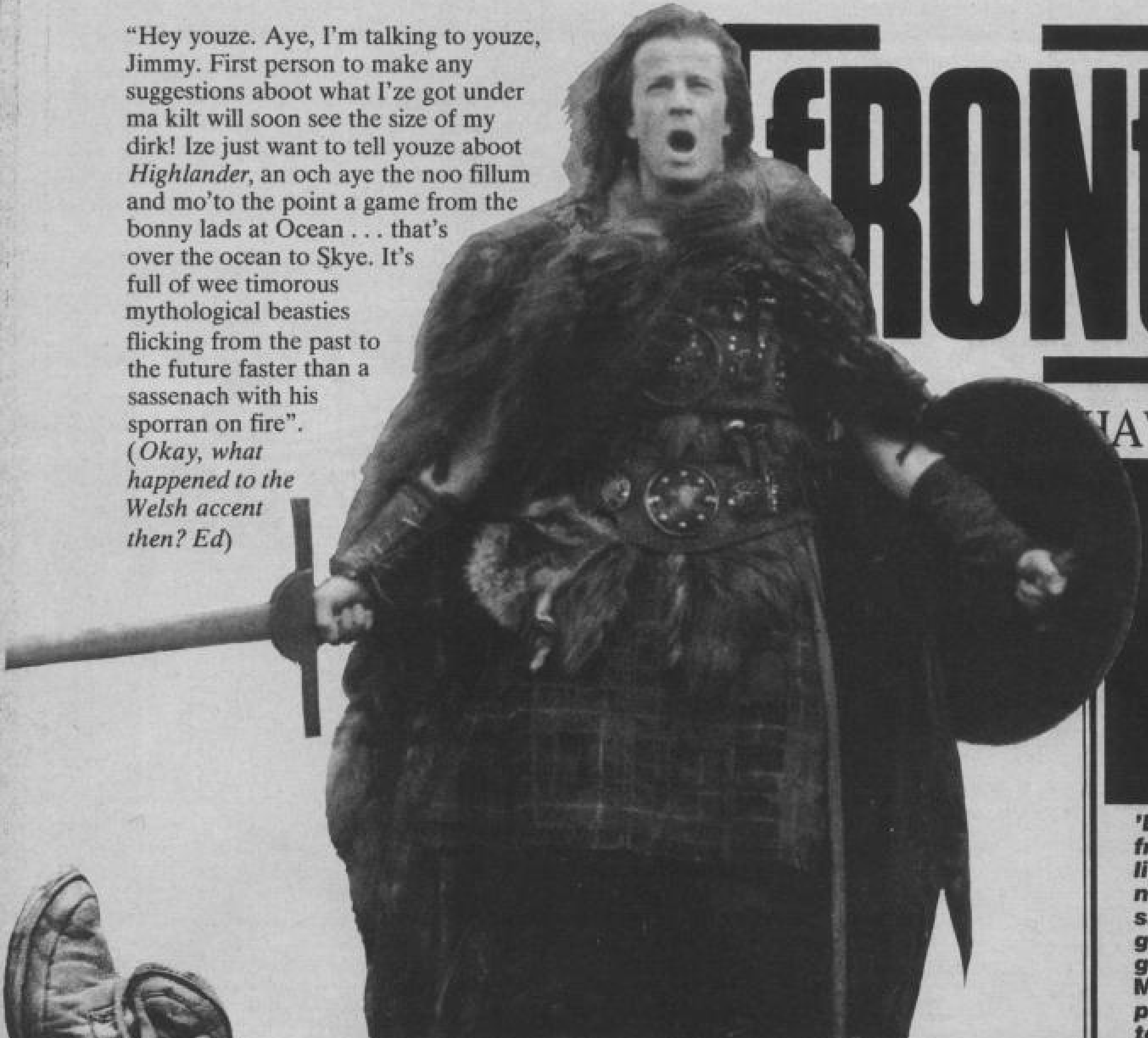
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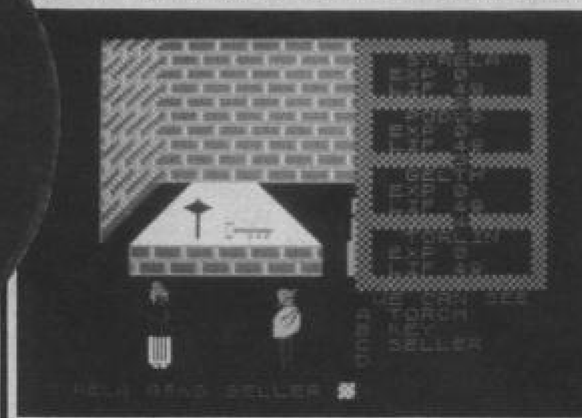


# FRONTLINES



"Hey youze. Aye, I'm talking to youze, Jimmy. First person to make any suggestions aboot what I'ze got under ma kilt will soon see the size of my dirk! Ize just want to tell youze aboot *Highlander*, an och aye the noo fillum and mo'to the point a game from the bonny lads at Ocean . . . that's over the ocean to Şkye. It's full of wee timorous mythological beasties flicking from the past to the future faster than a sassenach with his sporran on fire". *(Okay, what happened to the Welsh accent then? Ed)*

## HAW HEE HAW HEE HAW



***'Ello 'ello? Ahhh, 'ello my little fromages. 'Ow are you? Zhust a little temps to tell you about the nouvelle release-ipoos from ze saucy French software 'ouse, Infogrames. Now zen mon petits, ze game in question is ze fabby Mandragore, an arcade-adventure par excellence. Wiz ze graphics, et text too! Très bien! Zat's it, temps for one to fly . . . Au revoir!!!!!!!***

## SAGA SPECIAL OFFERS

**Getcha Saga Keyboards 'ere! Look, I don't wanna waste yer time ladies and gents, so 'ere's the deal. Buy one of these Saga Elite or 2001 keyboards for your Spectrum, and Saga will frow in *The Last Word* word processing package, worth £13.95, plus an additional offer knockin' 20 knicker off the Centronics GLP printer. Come on loves, get 'em while I'm still in a good mood . . .**






***Worra pervy photo! Who is this masked man? Why is he posing in a pair of steamed up goggles??!!!! Are those giant killer tomatoes exacting some dreadful revenge on him? Quite simply — no. It's just to remind you that now's the time to look out for the 99 red balloons we let off on July 4th. Find one and send back the tag to YS with your name, address and place and time of finding and you could win a prize. And while you're at it think of a caption for this completely peculiar photo and win yourself a prize of three new games. Send your caption to Pervy Photo Quiz, YS, 14 Rathbone Place, London W1P 1DE.***

## DANGER — COMPUTING IN PROGRESS

Computers are included in a new book called *Children At Risk*, on the hazards of growing up in western society. Hmm. It says here about computer adventure games: "they involve the child totally in a fantasy world where the purpose is often the harm and destruction of others" and "the pre-occupation with the occult is another area in which children can be harmed by fantasy adventure and role playing games". Don't know, y'know. *Frontlines* can never remember being into the occult when it was little. Having said all this, the book, penned by David Porter, doesn't just single out computers as the worst corrupter of young people's morals. TV, film, do-it yourself fantasy, sweetshop horror (whaaat?) and of course drug abuse are discussed.

*• Now sit back and have a quick slug of cocoa. This may come as something of a shock. Remember Scooby Doo? From Elite? You do? (Just how old are you? Ed) Well, it's finished. And Frontlines has seen it. It's a fast action punch'em up in which you control Scooby as he fights and fists and flings custard pies around a castle in his quest to save his four friends. The on-screen action is restricted to two levels but the game scrolls up and down as you move about. Elite claims that there's somewhere in the region of 255 different levels. In fact, this version of Scooby Doo is really Scooby Two, and was written by Gargoyle Games for Elite in just eight weeks. And it's full of the great graphics we've come to expect from Gargoyle — ghosts, goblins, greeblies and some great ghoulfish. The game won't be released until later this year but you can be sure we'll carry a full review closer to the time. As Frank Sinatra once said "Scoob-ee Doob-ee Doo!"*



The *Frontlines* Snippets of Strange Phenomena

**No. 27**

### The Flying Dutchman

Haunting story of Holland's ghastly ghost ship turned into an interminable opera by Richard Wagner, later to find fame and fortune with the telly programme, Hart To Hart.

**No. 56**

### The Bermuda Triangle

Musical instrument found only in the southern parts of the Caribbean.

**No. 124**

### The Yeti

Large hairy beast from Tibet last spotted editing *YS*. (*Side-splitting laughter, I don't think. Ed*)

**No. 2**

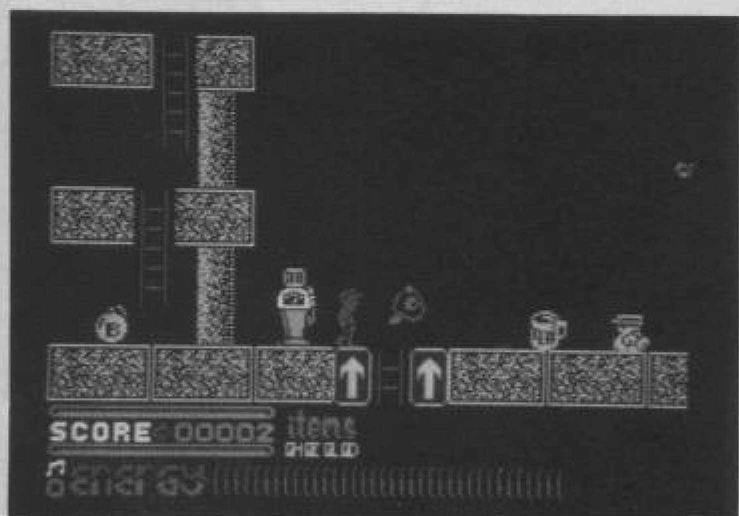
### *Street Hawk* and *Knight Rider*

Two games, one story. Rumours about them began many moons ago but though there have been sightings since, only now have the reports been confirmed. Yes, Ocean's long-lost games have finally found their way into the shops where, shock horror, you can exchange money for them and take them home to play.

**No. 1005**

### T'zer's Brain

As yet, there have no been no confirmed sightings. (*But that's only 'cos of the incandescent aura emitted from the most powerful of structures known to mankind. T'zer*).




Hot on the heels (and those are hot heels chartfans!) of *Dynamite Dan* comes (yep) the totally new and not in the slightest bit predictable . . . *Dynamite Dan II*. It's fast, it's funny, it's furious. In fact it's a super little platform game with simply ginormous sprites just like *DD*. And it's all yours for very little amounts of dosh. (But this copy is ours, so getcha mitts off!)

## BOND AGE

**Bond's back — and once again he's teamed up with the dynamic Domark duo. Live And Let Die's been cast as the latest choice and Domark's committed to offering you Moore for your money. This is to be the first in a series of Bond graphic adventures with text input programmed by that same RamJam team who nearly brought us Three Days In Carpathia. All in all, it promises to be very different from A View To A Kill. Okay, own up, who said phew! And it follows the plot puh-retty accurately. Now I bet that's shaken you — stirring stuff, eh?**



# T'zers...

Oooh, I'm really depressed this month 'cos I've been ordered back onto dry land by the Ed... just 'cos I nearly sank the boat in last month's T'zers... splosh... he reckons I've got to be chained, yes manacled even, to my desk ... Trouble is I'm knee deep in paper so I can't find my trusty Imperial typewriter ...er ...oops ...shuffle... Ah *there* it is! Here goes for the next instalment in T'zers...

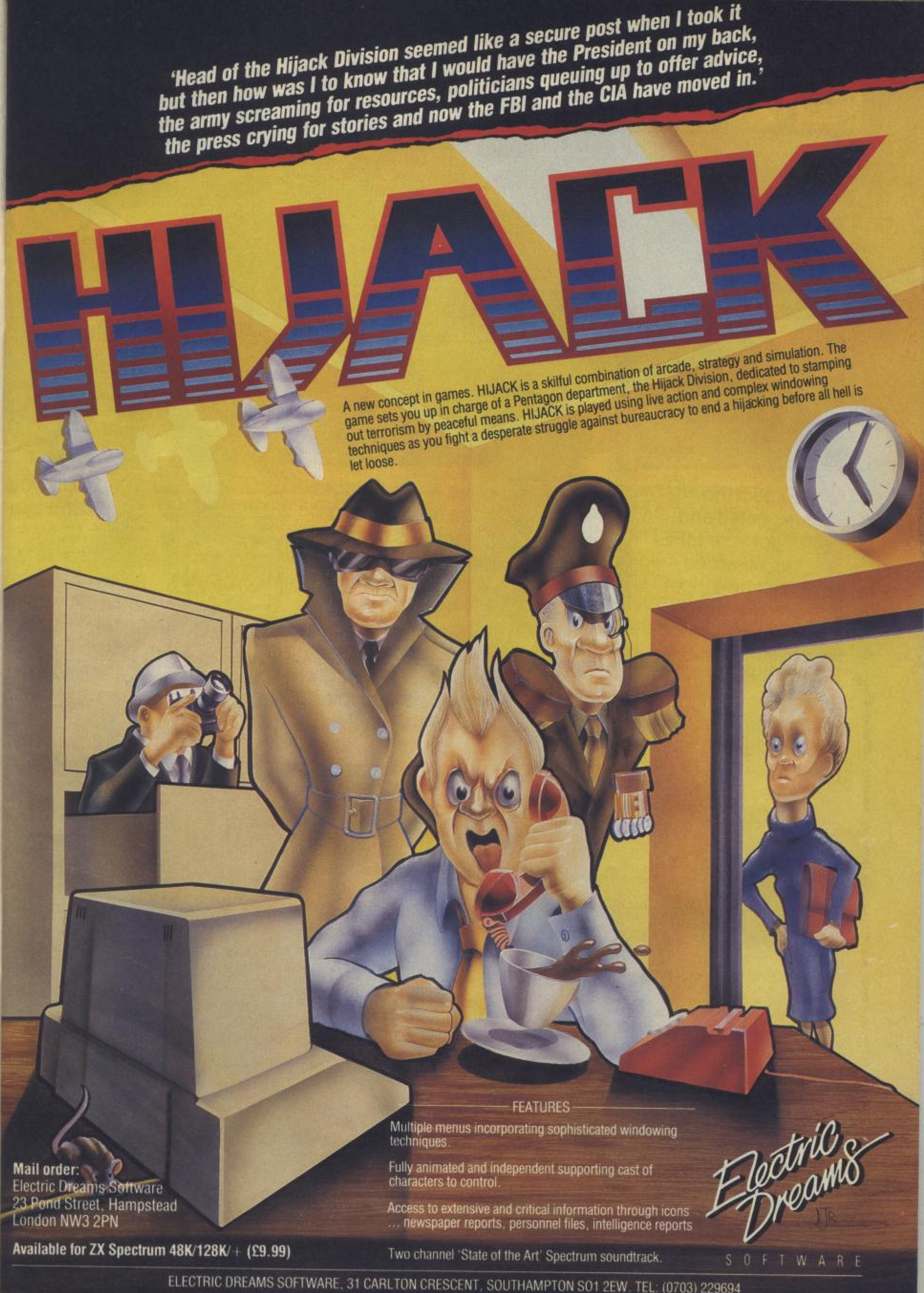
Er... well I haven't got that much to say really except... brrrrring brrrrring... excuse me a second, "Hello, er, can I help you?" "Hi is that T'zer?" Ummm yeah, who's that? "It's Andrew 'I don't look a bit like Jimmy Somerville, well all except for my hair, and okay my face, a bit, and the way I dress, I suppose' Wright. I'm just ringing to tell you I'm setting up my own software company called Thalumus." Er, surely that's a squishy bit of flesh in your brain that controls your libido. "No, no, that's the Thalamus, and don't call me Shirley... anyway this software company is gonna be real groovy. We'll be releasing a game in September and another two titles before Christmas." Well thanks Andy I'll pass it on to the readers. "Bye!" Sorry 'bout that... anyway where was I... oh yeah the Spectrum scene.

First for the update on the supposed Sinclair supercomputer, the Loki. Forgeddit! As I told you there was a flash computer at the drawing board stage before Sinclair went west but Amstrad didn't want it. So, the people who were developing it have now set up on their tod with a company called Flair. But the first job will be getting their hands on some lolly — so watch out for a joystick interface and a sound/music interface first. Only then can they get cracking on the computer — but it won't now have Spectrum compatibility because there's no way Amstrad's letting the rights to that go. Oh, and did you know that Loki is the name of the Norse god of practical jokes. Neither did a few other people I could mention... well, okay neither did I, but I read it somewhere.

And while we're on the hard stuff, slurp, here's news of another computer that won't be Speccy compatible if it ever sees the light of day — Sinclair's Pandora portable. And since Amstrad owns the rights to a lot of the other parts that Sinclair intended to use, it looks like it's back to the drawing board for that project. But now for the games...

Guess what? "T'zer... come 'ere." Sorry but I've got to go again, the Ed is beckoning... shuffle... just hang on and contemplate your naval or something till I get back (click, whizz, click) pant, pant, puff, puff. I'm back. I just had to go off and do a photo shoot for the mega-big compo this issue — don't miss it!

Whoops I've just spilt Lilt everywhere — so here's some soggy info. Elite is presently working on a new rapid action shoot 'em up that's based on a well-known coin-op


'Head of the Hijack Division seemed like a secure post when I took it
but then how was I to know that I would have the President on my back,
the army screaming for resources, politicians queuing up to offer advice,
the press crying for stories and now the FBI and the CIA have moved in.'
HIJACK
A new concept in games. HIJACK is a skilful combination of arcade, strategy and simulation. The game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping out terrorism by peaceful means. HIJACK is played using live action and complex windowing techniques as you fight a desperate struggle against bureaucracy to end a hijacking before all hell is let loose.
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Screen shots taken from various computer formats

# Goin' Down t' Boozer...

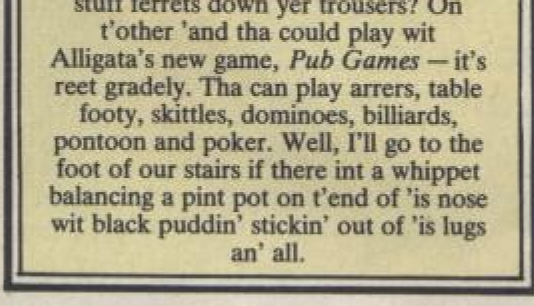






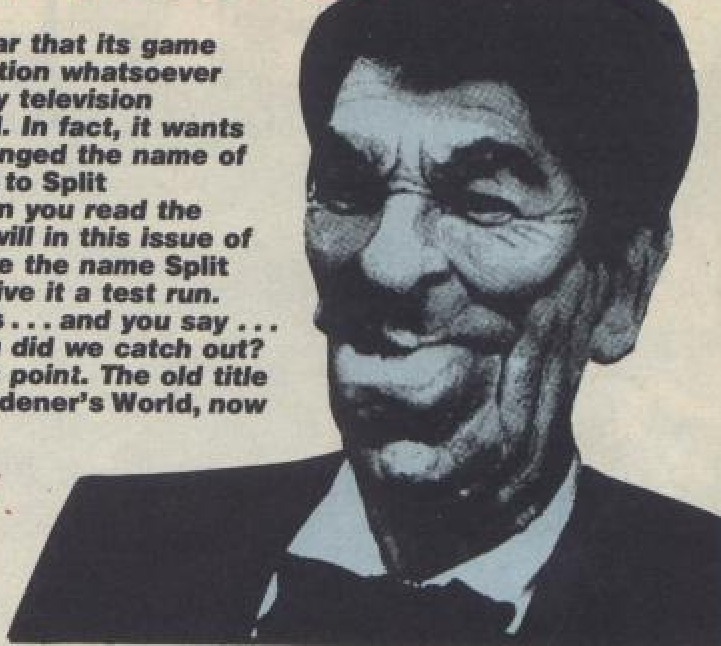
*(To be read with a northern accent)*

Eeee by gum lad! What's tha doin' playin' wit kids' games when tha can go down pub and play wit whippet and stuff ferrets down yer trousers? On t'other 'and tha could play wit Alligata's new game, *Pub Games* — it's reet gradely. Tha can play arrers, table footy, skittles, dominoes, billiards, pontoon and poker. Well, I'll go to the foot of our stairs if there int a whippet balancing a pint pot on t'end of 'is nose wit black puddin' stickin' out of 'is lugs an' all.



***We've got the Spectrum version of Nexus — so ner! And no you can't buy it yet, but it is at an advanced stage. It looks puh-retty interesting, doesn't it? You play the part of a journalist who's trying to break a story about a drugs ring. The parts of his story are scattered around the drugs complex, and he has to collect all the little facts on bits of paper to finish the story . . . Frontlines knows how he feels!***

***• Domark wishes to make it clear that its game Splitting Images has no connection whatsoever either actual or implied with any television programme either living or dead. In fact, it wants to make it so clear that it's changed the name of the game from Splitting Images to Split Personalities. So, in future when you read the name Splitting Images, as you will in this issue of YS, you must mentally substitute the name Split Personalities. Got that? Let's give it a test run. Frontlines says Splitting Images . . . and you say . . . okay, admit it, how many of you did we catch out? Mind you, we can see Domark's point. The old title does sound remarkably like Gardener's World, now doesn't it?***



A-doo-Ron-Ron-Ron-a-doo-Ron-Ron!




**Hijack's a sort of cross between *The Fourth Protocol* and the Gargoyle style of walk-and-talk adventure game. You're working in a government department in charge of hijacks and hostages. You must liaise with the President, the FBI and CIA (is this set in America by any chance?) and work together to try and free the hostages. It's all done with pull-down menus an' stuff, so as well as being jolly exciting, it's awfully 'hi-tech' too! Looks like a megagame, so look out for it in the coming months.**

# GET FIZZICAL!



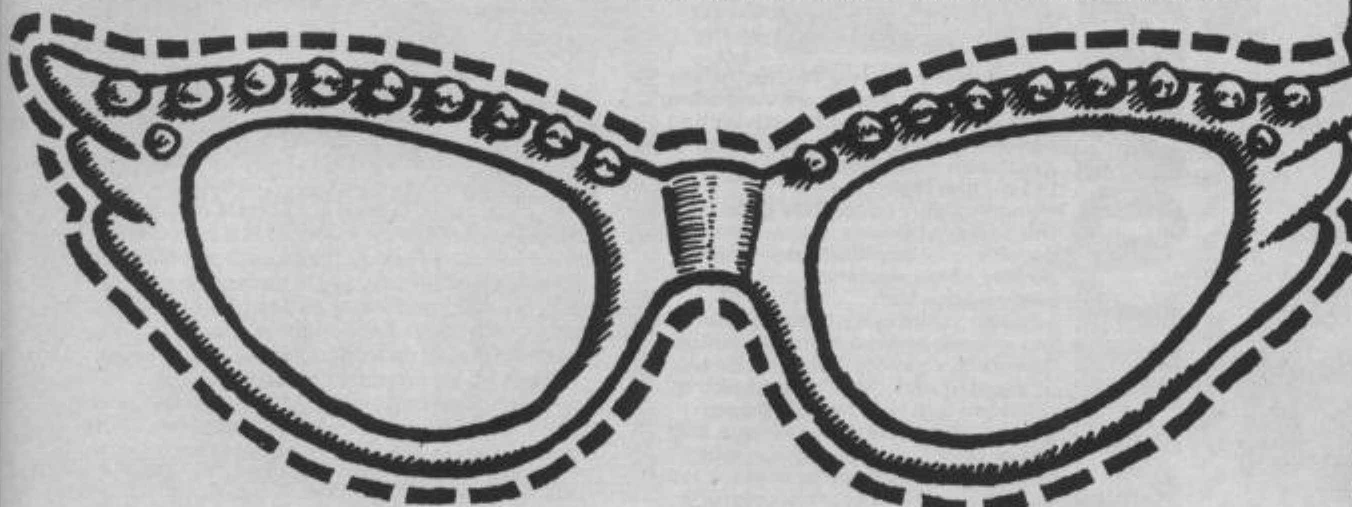
**Ooops! Looks like one of those ever so, ever so cutesey little bubbles you find in bottles of really sickly fizzy drinks has hissed off into Mastertronic's new release, *Molecule Man*. (Ain't he just lurvely? Yeurcch!) But now I bet he wishes he hadn't 'cos he's been dumped in a maze to go off in search of 16 circuits — not an easy task when you're all body and no legs. He's got 256 screens to explore and on his way he's got to pick up coins so he can buy radiation pills to keep his strength up. *Molecule Man* also comes with a maze designer so you can muck about with the maze both in this and your own games. For £1.99 that's frothy man!**

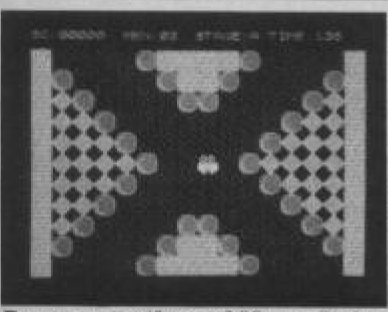



**(This is the sound of Frontlines playing the ACE Flight Simulator which'll be on the shelves soon).**

# FRONTLINES

▼Didn't you just go all wibbly when you saw *Jaws* in 3D? Even the rubber shark was lifelike. Well okay, *nearly*. Wouldn't it be nice if you could view all your Spectrum games in 3D and, for that matter *Your Sinclair*. Well, raise my rent and chalk my cue 'cos now you can with these super-duper, triff and brillo 100 percent unique, never to be seen before, 3D glasses. Wow! All you've gotta do is snip round the dotted line, colour one spectacle in red and the other in green and away you go. And if you wanna see just how lifelike they really are, have a peek at the piccy of Myrtle Mermaid in *Frontlines* — that'll raise more than your rent!





**• Wow! What *is* this? *Repton on the Spectrum? Boulder Dash III? Martian Dig-Dug? Aber nein, mein kleine kartoffeln,* this is one of the programs in this month's Program Power section of *Your Splendid* magazine . . . er . . . it's a jolly good game, too. Collect the gems and advance your grinning little frogman through the many screens.**

**Rip it out, NOW!**

## BLONDE BUXOM BOMBSHELL!

***Cor! Wahay! No, it's not Sam Fox — it's Myrtle the Mermaid and whatta women she is. With a face like the back of an ocean liner and a body bulging with blubber it's not surprising the waves are heaving. Myrtle's the star of Electric Dreams' new arcade comedy, Mermaid Madness that features Gormless Gordon — a rather dappy diver with a problem. He's been caught in an underwater wreck (not Myrtle) and it's up to the frolicking fishwife to save him from his peril.***

***Only she's rather partial to the odd jar, especially if it's stout, and she won't do anything unless you keep her topped up. As she wibbles around you'll have to make sure you avoid the fish, octopusses and squid or she'll flounder and her poor 'ol pulsating heart'll collapse. If you fancy the idea of a slippery frolic with a buxom water-logged wench watch out for Mermaid Madness in the next few weeks.***



G Which country rhymes with myopia?
E Who played Sherlock Holmes in *'The Curse Of The Crimson Barclaycard Statement'?*
H Who was the man who shot Liberty Valence?
AL Who wrote "The trees are made of putty, and my toes shrink in the wash."?
SN What colour is the fluff in your belly button?
SL Who is writing the computer game based on the best selling board game, *Trivial Pursuit?*



***Oh, very nice. Dark Sceptre from Beyond, eh? Classy graphics. Look at the size of that mask — no attribute problems here. A Mike Singleton game? Certainly looks as though it could be as big as* Lords Of Midnight. *Better find out what the game's about then.***

**Frontlines:** Okay, in not more than twenty words can you tell us the plot of *Dark Sceptre*?
**Mark (from the back of Beyond):** Tricky, er ah, twenty words eh, well, it's a combination of strategy and adventure I suppose, er, about the archetypal struggle between good and evil, but I won't go into Jungian symbolism . . .
**Frontlines:** Phew, that's okay
**Mark: . .** erm, I guess the player is the questor on behalf of the forces of light, ah, to capture the Dark Sceptre and end the Shadow Lords' evil dominion over the Lands of the Free. How's that?
**Frontlines:** Long!
**Mark:** Oh, and the stand-alone version will cost £9.95 and comes out on 28th July. It'll probably have single key input like *LOR* but you'd better check details with Mike Singleton — his company Maelstrom is also doing a play-by-mail version on microdrive that you can play and then send off to him for updating.
**Frontlines:** On to Mike then. They'll be disconnecting the phone again!
**Mike:** The play-by-mail version will cost £14.95 for which you'll get the game control, three free episodes and a blank cartridge. It's the same game except you're taking on an indefinite number of people rather than just the computer.

game called... "T'zer I hope you're not mentioning any names." Who me? Course not. Anyway this 'schhhh you know what, I won't mention Clint Eastwood' game'll have 320 screens and is being programmed by our very own Tony 'Slim' Samuels. Look out for it at the PCW show.

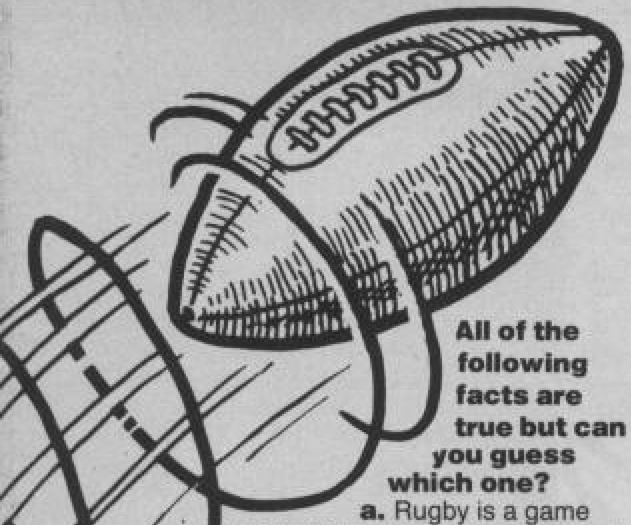
Kqushhhhhhhh... package... kqushhhhhh... for Miss Maughan... bsssccchh. Oh goody gum drops I just lurve packages. Thanks. I'll just open it to see if it's anything interesting. Rustle rustle... "Yes." No I didn't call *you*, Russell. Hey wow, it's from CRL. It's bringing out a new arcade game set in space called **Captain Slog**. Who's been looking at the room names in **JSWII**, then? Your mission is to zap around the galaxy in search of blue-prints that'll lead you to the teleportation room and allow you to return to Earth. **Captain Slog**'ll be on CRL's budget label, Alpha Omega and should be out soon.

Budget labels are pretty hip at the moment... Elite is launching its new cheapie label called... wait for it... 2.99 Classics. It'll be releasing its old games at a budget price — the first four to shuffle onto the shelves will be **Full Throttle**, **3D Deathchase**, **Skool Daze** and **Valhalla**. Can't wait...

Brrrrrrrring brrrrrrrring... that damn phone again... can't someone else answer that? I'm trying to write T'zers? "T'zer it's Richard Tisdall from US Gold on the line." Oh okay I'll take it. "Hello T'zer it's Richard. Thought you might like to know about the four new titles US Gold has got coming out on the Americana budget label!" Not another cheap label. "Yup! All games will be £2.99. In **Subterranean Nightmare** top scientist Prof Fusion is sent to investigate unusual seismic disturbances..." Unusual seismic what? "Don't ask! Anyway, he's horrified by his findings..." I bet he is! "And that's all I know at the moment. But there's also **Pud Pud**..." Yummy! "...that's set in Weird World and a deadly kiss from Mrs Pud Pud breeds terror throughout the kingdom. *(Sounds like one of T'zer's deadly kisses! Ed)*. Except for Mr Pud Pud, who's got an insatiable appetite for her delicious puddings!" Sounds disgusting to me. "Apart from that there'll also be an arcade adventure called **Tremor** and a re-release of **The Hulk** and I'm afraid I don't know anything else at the moment." Thanks Richard, why don't you write T'zers for me while you're at it. "Ummm... er... I must go."

Being such a dynamic journalist I did a bit of research, know what I mean John, and I uncovered a juicy bit of gossip. I s'pose you want to know now — well what's it worth? Oh okay then... US Gold has got the rights to convert the coin-op arcade game **Gauntlet**. It's the D&D game that you can play against three friends.

"T'zer there's an alligator in reception who wants to speak to you." Oh yeah, and Editors can fly. "No really, that's what he said." Show him in them. Oh, it's David Palmer from Alligata Software. *Apparently* the Ally Pallies are



**All of the following facts are true but can you guess which one?**

**a.** Rugby is a game played by men with funny shaped balls.

**b.** Rugby is a town in Warwickshire where men with funny shaped balls come from.

**c.** Rugby is a posh public school where the game with funny shaped balls originated.

**d.** Rugby is the theme of Artic's latest game *Rugby Manager* that'll be out in time for the leek harvest.

## PHIL ON FILMS



**Back from the local (Odeon, not pub) this month, totally boggled by *Biggles*. Every boy's fave aviator does a *Back To The Future* and time slips like he was standing on ice. His temporal twin in all this seventy year switching is a young American who's less than thrilled to find himself in the 1917 trenches. But he quickly gets into the swing of things and as soon as you can say Sopwith camel it's deadly sonic weapons and much bashing the Hun . . . with occasional interruptions as our heroes escape modern day police. Seems the bobbies haven't heard of Biggles and don't take kindly to machine gun fire around Tower Bridge. It's not easy to keep a stiff upper lip when your tongue's in your cheek but *Biggles* make a jolly fine show of it. Seems a sequel's almost guaranteed.**

## WIN MILLIONS OF GAMES!




Well, 19 actually. Central Solutions is offering all budget releases to date. And what a selection that is! Adventures like *Prelude*, *Desperado* and *Murder* and action-packed arcade games such as *Antteroo*, *Dungeon Dare* and *Valley Of The Dead*. But that's not all! We've also got a super-duper cassette case up for grabs that'll hold up to 33 cassettes so all you popsters can keep your latest Demis Roussos warblings neat'n'tidy along with your games. Talking of Demis Roussos you've got a fat chance of winning anything unless you answer this dead easy teaser. What is a Demi-john? And no it isn't Demis Roussos' toilet. Answers on a postcard to Demi-john Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

**ARE YOU ADDICTED TO YOUR SPECTRUM?**

# QUESTION TIME!

## Do you quiver at the thought of being parted from your Spectrum? Find out if you're hooked in the *YS* quiz.

**1. When you first open your eyes in the morning do you:**
a. Jump out of bed and immediately load your latest game into your Speccy?
b. Yawn and stretch and slowly wend your way to the kitchen for a bowl of sugar puffs?
c. Decide you're quite snug and turn over and go back to sleep?

**2. When asked by a close friend what a POKE was would you:**
a. Take them aside and delicately explain about the birds and the bees?
b. Demonstrate by giving them a sharp jab in the ribs?
c. Inform them that it's inserting a number in an address of the computer's memory?

**3. If you were invited to a Software party would you:**
a. Turn up wearing the latest in satin and fur nightwear?
b. Bring along your copy of *Rambo*?
c. Come with a bottle of Lucozade?

**4. How many hours a day do you spend playing with your Speccy?**
a. Two or less.
b. Over five hours.
c. Between three and five.

**5. Bang! Your Spectrum's just exploded and it's two o'clock in the morning. Do you:**
a. Decide you might as well go to bed and send it off for repair in the morning.
b. Break out into a cold sweat and start pulling the Spectrum apart in the hope that you can fix it.
c. Burst into tears and rush to wake up your dad so he can fix it for you.

**6. Your mum and dad have gone off for the evening and left you to your own devices. Would you:**
a. Phone up all your friends and invite them round for an illicit night of partying?
b. Gather up your Spectrum and all your fave games and have a zapping binge?
c. Switch on the TV to watch the usual old dross like *The A Team* and *Miami Vice*?

**7. You've been given £100 to go out and buy a whole new wardrobe. Which of these would you be most likely to purchase?**
a. A deluxe anorak, a new pair of flared Wranglers and a Whitesnake T-shirt.
b. A snazzy pair of sneakers, some Levi 'aren't I hunky' 501's and a Ben Sherman shirt.
c. A beautiful teak fully-fitted cabinet.

**8. It's Saturday morning, you're down to your last £1 and you fancy buying a magazine. What would give you the most pleasure?**
a. The latest hip'n'trendy popsters mag.
b. A high class, fun Spectrum mag — well *Your Sinclair* actually.
c. A mag full of machine code utilities and programs to type in.

**9. Which of the following categories would you place yourself in?**
a. Trainspotter
b. Planespotter
c. Talent(wahay)spotter

**10. On having your Spectrum forcibly removed from your clutches would you:**
a. Suffer extreme withdrawal symptoms and start shaking all over.
b. Leap up and down with joy 'cos now you can live a normal life.
c. Feel a bit depressed but be glad that you kicked the habit.

### SCORING

| | a | b | c |
|---|---|---|---|
| 1 | 3 | 2 | 1 |
| 2 | 1 | 2 | 3 |
| 3 | 1 | 3 | 2 |
| 4 | 2 | 3 | 1 |
| 5 | 1 | 2 | 3 |
| 6 | 1 | 3 | 2 |
| 7 | 3 | 1 | 2 |
| 8 | 1 | 2 | 3 |
| 9 | 3 | 2 | 1 |
| 10 | 3 | 1 | 2 |

### Between 0 and 10

Cor worra groover! You certainly aren't addicted to anything except having a ball. Beware though 'cos it'll catch up with you in the end. You're probably the sort of person who drives a Porsche and wears your shirt open to the waist baring a hairy chest and gold medallion — unless of course you're a girl! You could try taking your Speccy out of its box and playing the odd game or two, even if only to have a bit of a rest now and again!

### Between 11 and 20

You obviously don't need S.A. (Spectrum Anonymous) yet but carry on like this and you may well do soon. By all means have fun with your Spectrum but don't let it take you over. At least you can still hold a normal conversation with people — why not try inviting a few of your friends round for a 'Nothing at all to do with Spectrums' party just to make sure you're still in touch and having fun!

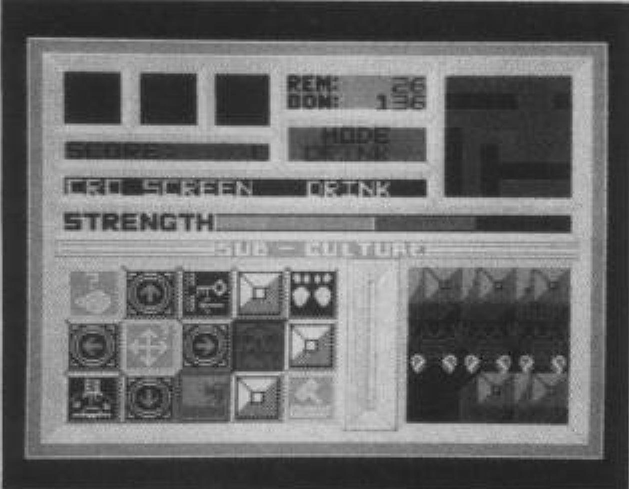
### Between 21 and 29

You must have been born with a Spectrum in your mouth! You know everything there is to know about the Spectrum — including how to build one. Beware you aren't totally addicted though 'cos if it breaks down you'll end up suffering severe withdrawal symptoms. Why don't you take up another hobby like learning Swahili or Chinese cookery — you never know, you might enjoy it!

### Over 30

You can't fool us. You're Sir Clive Sinclair. Mind you, your interest in computers has been waning a bit recently with all those naff automobiles you've been producing. Maybe it's time to try something different . . .

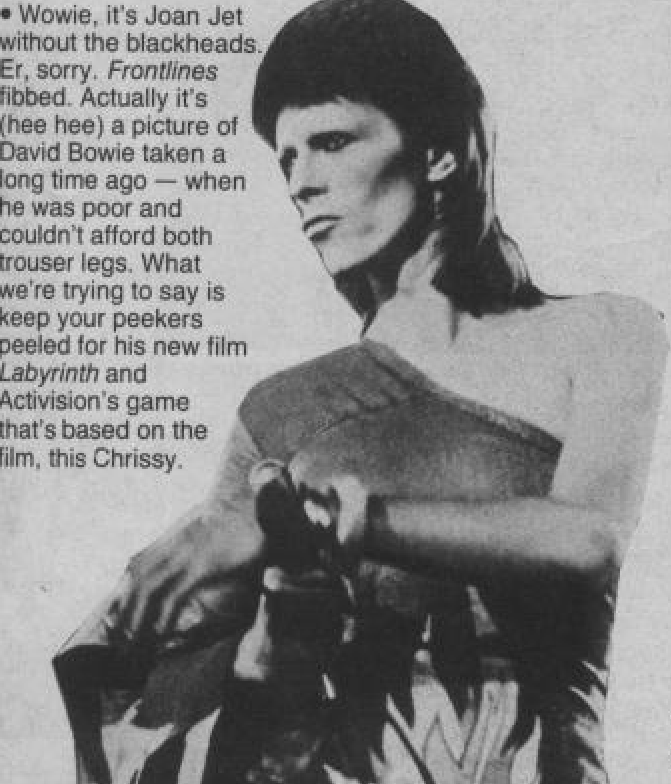
# FRONTLINES




## Subculture

Now where have we seen this before? Wait . . . it's on the tip of my tongue . . . (Spit?) No, that's it — *Shadowfire!*

In actual fact, apart from the faster gameplay, the simpler concept and the altogether more pretty presentation, it could even *be Shadowfire*, at a glance. You play the part of a humanoid in control of a troupe of eight alien desperados. They're your assistants in shepherding a flock of aliens from a 'subculture' back into their pens. They do this for you by using their bodies to block the passageways, so guiding the less intelligent (more like flies the size of cows, really) creatures back into their 'run'. It's a bit like a cross between Doctor Who and One Man And His Dog. Brilliant!



• Wowie, it's Joan Jet without the blackheads. Er, sorry. *Frontlines* fibbed. Actually it's (hee hee) a picture of David Bowie taken a long time ago — when he was poor and couldn't afford both trouser legs. What we're trying to say is keep your peekers peeled for his new film *Labyrinth* and Activision's game that's based on the film, this Chrissy.

G Er . . . can't read the answer without my glasses.
E Status Quo.
H Ronald Reagan.
AL *Frontlines* did.
SN Blue.
SL Domark, of course.

# DESERT ISLAND DISKS*



***Back from gallivanting around Europe, Trouble-shootin' Pete kicks off the YS version of Desert Island Disks. (Cue seagulls and surf.)***

**My all time top eight games, huh? Now there's a toughie! *Jet Set Willy*? You've got to be kidding. Trouble is, I'm sure that info like this will reveal hidden secrets about my personality. Heh, heh!**

### • The Rats
**Hodder & Stoughton**
Now I wonder what this says about my hidden depths. *(You're a dirty rat! Ed).* It was while reviewing this game that I got hooked on James Herbert's horror books. It's a sort of icon-driven adventure and it still gnaws away at me even today.

### Melbourne Draw
**• Melbourne House**
**Okay, okay, I admit that *Art Studio* and *The Artist* knock blue spots off this package but I'm still very attached to a program that I've slaved over into the early hours. Aah, the mysteries of the creative process.**

### Pimania
**Automata**
Now we're going back a bit. This was the first game I ever reviewed and probably the reason I'm here now. *(Well, I can't think of another one! Ed).* The review appeared in interface, the club mag of the ZX Boozers (oops, I mean Users) Group but don't ask me now what score I gave the game.

### • Galaxians
Artic
***This was the only game my mum ever played. It kept her happy for hours. And at least it kept her out of mischief. Well, you know what mum's are like!***

### PSSST
**Ultimate Play The Game**
*Another oldie but it's still a helluva lot better than some of the 'games' around nowadays. Crikey, I'll be starting sentences soon with "I remember when I was a lad . . ." Fortunately, Ultimate looks as though it's reviving all its old game formats in new covers.*

### • The Rocky Horror Show
CRL
**As an utter, utter Rocky Horror freak *(Why bother with the Rocky Horror bit? Ed).* this game just had to feature in my all time faves, now didn't it! Let's do the time warp again . . .**

### • UGH
Softek
**The name says it all really. But I just had to choose at least one game from that podgy programmer, Tony "Slim" Samuels. And if you'd seen some of his other offerings you'll understand why I plumped for this one.**

### • Elephant's Graveyard
**Silicon Software**
*Elephant's What? This just has to be the greatest game ever to hit the Spectrum. All colour, fast action and just a hint of subtle humour. What more can I tell you but to reveal the programmer's identity. Ahem, 'twas I. Okay gloaters, so it only sold four copies but doesn't that just go to show how nobody ever recognises true talent. Sob.*

**Well, actually they're cassettes but this title's got a better ring to it.*

bringing out an Action Pack of four games for the Spectrum featuring **Showjumping**, **Match Fishing**, **Labyrinthion** and **Son Of Blagger** for £4.99. Snappy! David also told me that Alligata will be bringing out quite a few new products for the Speccy in the coming months. See you later Alligata.

I'm bored with writing T'zers. I know, let's play charades. Right it's a film, TV series and possibly a book and it's soon to be a computer game from Beyond. D'you know what it is? Good 'cos neither do I. But it should be out before Chrimble and it's being written by Mike Singleton and two of the founding members of Denton Designs. C'mon Beyond, spill the beans to T'zer.

"T'zer, I hope you're writing your column and not playing games. On my desk in half an hour." What me or the column???!!! *(You should be so lucky. Ed).* Back to the up-to-the-minute gen on all the latest Speccy games. I've lost my notes now... er... um... "Gush gush, hi T'zer it's me Gwyn Hughes your fave hyperactive reviewer. I've brought the lovely Rachael Smith with me too!" Oh god somebody take those slurp slurp lovebirds (yeeeurch) away. "But I've got some really hot stuff. Software Projects is bringing out **Dragon's Lair**." Wasn't that the first interactive video game? "It certainly was. This king called Ethel Red..." Will he be ready in time I ask myself? "...has this beautiful daughter who's been kidnapped by this real fiend of a dragon called Singe. Daphne, the princess, is in lurve (more fool her) with Dirk the Daring — a brave knight in shining armour. A little perturbed that his bird's been whisked off by a dragon with halitosis, Dirk decides he must come..." What? "...to the rescue!" Oh right. Sounds real dappy.

Brrrrrring brrrrrrrrring. I'm *not* answering that. Activision and Ariolasoft have been playing swopsies lately. Activision is bringing out **Aquadrome**, the follow-up to Ariolasoft's **Panzadrome** and Ariolasoft is bringing out **Toadrunner**, the follow-up to Activision's sister company, Electric Dream's **Riddler's Den**. Confused? You're not the only... "T'zer that was the BBC on the phone wanting you to do a TV appearance but I told them you weren't interested." Typical! Still, s'pose I ought to finish this flippin' column — it's so much more fun!

Just gotta go and make a coffee — amuse yourselves till I get back (don't be revolting!) Slurp... Martech has just been on the blower... slurp... guzzle... to tell me about its new game **W.A.R.**... gulp... slurp... it's a shoot 'em up set in space... schulurpp... An alien race has built a space station in a cylinder and you've got to fly your craft into the cylinder and over the planet surface knocking off the baddies — it's gonna be tough. Guzzle... hic...

Well, no really, it's been lovely but I must dash. I've had a better offer — you'll just have to wait until next month for the rest of the gossip as I simply haven't got time to finish T'zers. Will someone unlock these chains please? Please? Pleeeeeeeease...

# LETTERS

EVERY ONE A WINNER!

WRITE TO: *YOUR SINCLAIR*, 14 RATHBONE PLACE, LONDON W1P 1DE

*A fabulous bundle of software for the star letter ☆ All letters win a* YS *Badge*

## BOURNE FREE

A few weeks ago I was in the big city when I looked around and saw something on the wall. Above this thing on the wall was a sign that said Rathbone Place. Strange, I thought, signs don't normally speak. Then I thought, where have I heard of Rathbone Place? That's it, Sherlock Holmes. No, it's something more important than that. Then it hit me. Even stranger, a sign hitting me. Rathbone Place is the location of the legendary Castle Rathbone.

It was then that I saw 14 Rathbone Place. But where was the castle? Not even a hut. I wandered into the building, ready to fight off any mega-loonies like Troubleshootin' Pete or even Hex Loader. Instead I was confronted by a charming receptionist. I looked around the magazines on your shelves only to find... the Samantha Fox special. Unfortunately, I didn't have enough money for it so I bought the new YS *(A wise choice if I might say so. S Fox)*

I think that I should receive some sort of token of appreciation for not revealing more about the exploits of Rathbone Place.

**Mike Bourne**
**Middlesbrough, Cleveland**

*And that was how it began. A normal YS reader (well, as normal as a YS reader can be) on a day much like any other. And suddenly his whole world falls apart. Yes, he had entered the Twilight Zone... of Castle Rathbone. He was on those travels from which no Bourne returns.* ***Ed***

## CORNISH PATSY

Okay, I know I haven't been reading YS on a regular basis but since I returned to Cornwall I've purchased your entertaining production and I've found it a most useful publication, full of wit and charm!

Only one thing mystifies me, what is a T'zers when whatever it is, is at home?

**Alastair MacFarlane**
**Redruth, Cornwall**

*When it's at home it's really happy. It's just when it's here that the problems start.* ***T'zer***

## WELL "POP" MY CLOGS

We are a computer based pop group. *(Makes a change from all those computer generated ones. Ed)* Extremely up'n'coming. Record company interest = Virgin, Stiff, WEA, A&M, Chrysalis. TV = That's Life, Lift Off, Whistle Test, Tomorrow's World blah blah. And oodles more. Our latest scam is that we've just been featured on The Archers. Can you believe that cutesey-pies! In the very episode on the demise of Dan Archer! Elizabeth called us "wild and wow!" — neat huh? Eddie Grundy developed an unnatural interest in P.A's. *(P.A.'s what? On second thoughts don't tell me. Ed)* This makes us "cred". *(Ahem, that's what you think! Ed)* And there's more to come — so tune in.

We're the *first* pop group ever to be featured in the plot and we're to have two songs played.

In the 'live' situation, we show computer graphics on banks of TVs behind us — all visuals are Dr J's dept. On our tape we also have what we call Blipverts — to be loaded into the Spectrum etc. So, this is the situation. We'd like:

1 A pop-feature in your mag. Xenophobia starts and ends with us. *(Eh? Ed).*

2 To ask all your up'n'coming whizz kids to send us their computer visuals/games/ideas etc to be used for a video and 'live'. We can't offer any money to anyone (yet) but we will credit them and hopefully we can work with some of them.

3 To pass on this letter, after use, to your 'sponsorship' dept, to talk seriously to us.

**Yo-Yo**
**Le LuLus**

PS Read the 'rap' sheet!

The show's grand finale sees Gray firing metal rockets at the living-room door, Yo Yo being covered in condensed milk by Dr J.

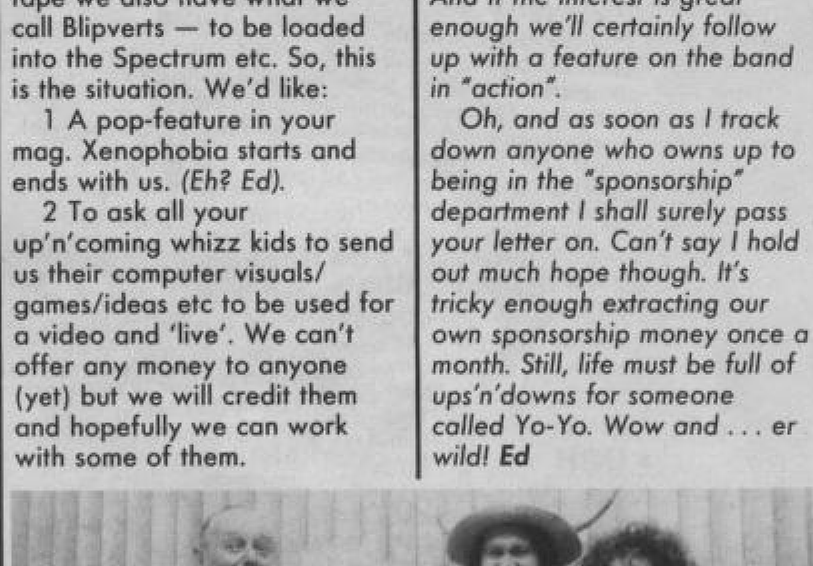
The whole experience has obviously been too much for

**Any suggestions for what we can rap up in this?**

*I hope you're ashamed of yourselves. There's Dan, upholder of the Archer dignity for at least the last five hundred years, yeoman farmer, parish councillor, Englishman, on his deathbed while you're out there encouraging the young Archers to say things like wow and wild. Oh, 'tis a naughty world we live in.*

*And now you're looking to corrupt the YS "whizz" "kids" with your offers of fame and future fortune. I ask you... Er, I ask you to send stuff to us and we'll pass it on to Le LuLus. And if the interest is great enough we'll certainly follow up with a feature on the band in "action".*

*Oh, and as soon as I track down anyone who owns up to being in the "sponsorship" department I shall surely pass your letter on. Can't say I hold out much hope though. It's tricky enough extracting our own sponsorship money once a month. Still, life must be full of ups'n'downs for someone called Yo-Yo. Wow and . . . er wild!* ***Ed***



**Dan just before his demise. Wa-hay, what a way to go, eh?**

## RUNCORN PLASTERED

This time you and your magazine have gone too far!! I have maintained a discreet silence about the gradual decline in standards that YS is exhibiting, including attention grabbing pictures of scantily clad Amazonian women amongst other things. *(Put your clothes on, T'zer! Ed)* However, in May's issue you went too far and I have been spurred into action.

I find the comments made by Rick in his review of *FA Cup Football* highly offensive. How dare he insult such a cherished institution as Runcorn A.F.C. and their fans. We don't need to "leap into the third round" thank you. We are on our way to Wembley to play Altrincham in the final of the FA Trophy right now! If Rick did his homework he'd find that the Linnets have sent "ripples of shock" through league teams before and the likes of Liverpool and Arsenal hold no fears for the stalwarts of Canal Street.

So, unless you publish an immediately unqualified apology from Rick I shall never buy another copy of YS. It's about time someone cried "enough" to your provocative journalism.

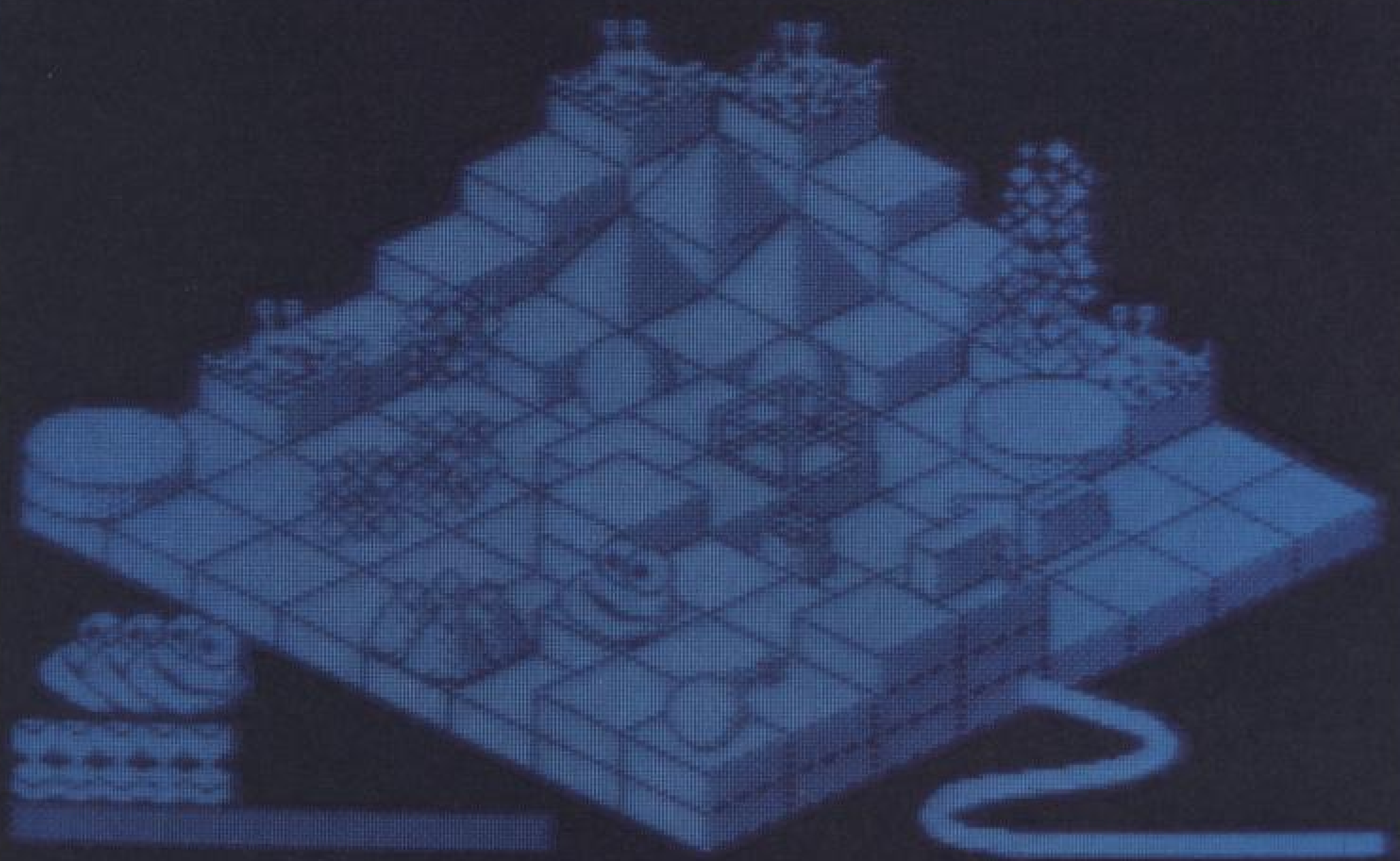
**John Catherall**
**Allestree, Derby**

*Here we go, here we go, here we go... There we went, there we went, there we went. Shame it wasn't to Wembley. Ah well, at least Rick has withdrawn from his provocative pose. What's that Rick? You no longer believe they're a team of scantily clad Amazonian women. And you think the Linnets time will come again? When's that Rick? Ah, when Stanley Matthews regains his England place. Hmmm.* ***Ed***

## DISLOCATED HIP

Hippa-dee-doo-da, and Troubleshootin' Pete was never seen again. Oh YS, what's happened to From The Hip. Quote ish 4, "...different accent next issue". Quote ish 5, "...but he'll be back next month..." So where is he? Surely he's not still on holiday? ▶

# KIREL



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## T-SHIRTS

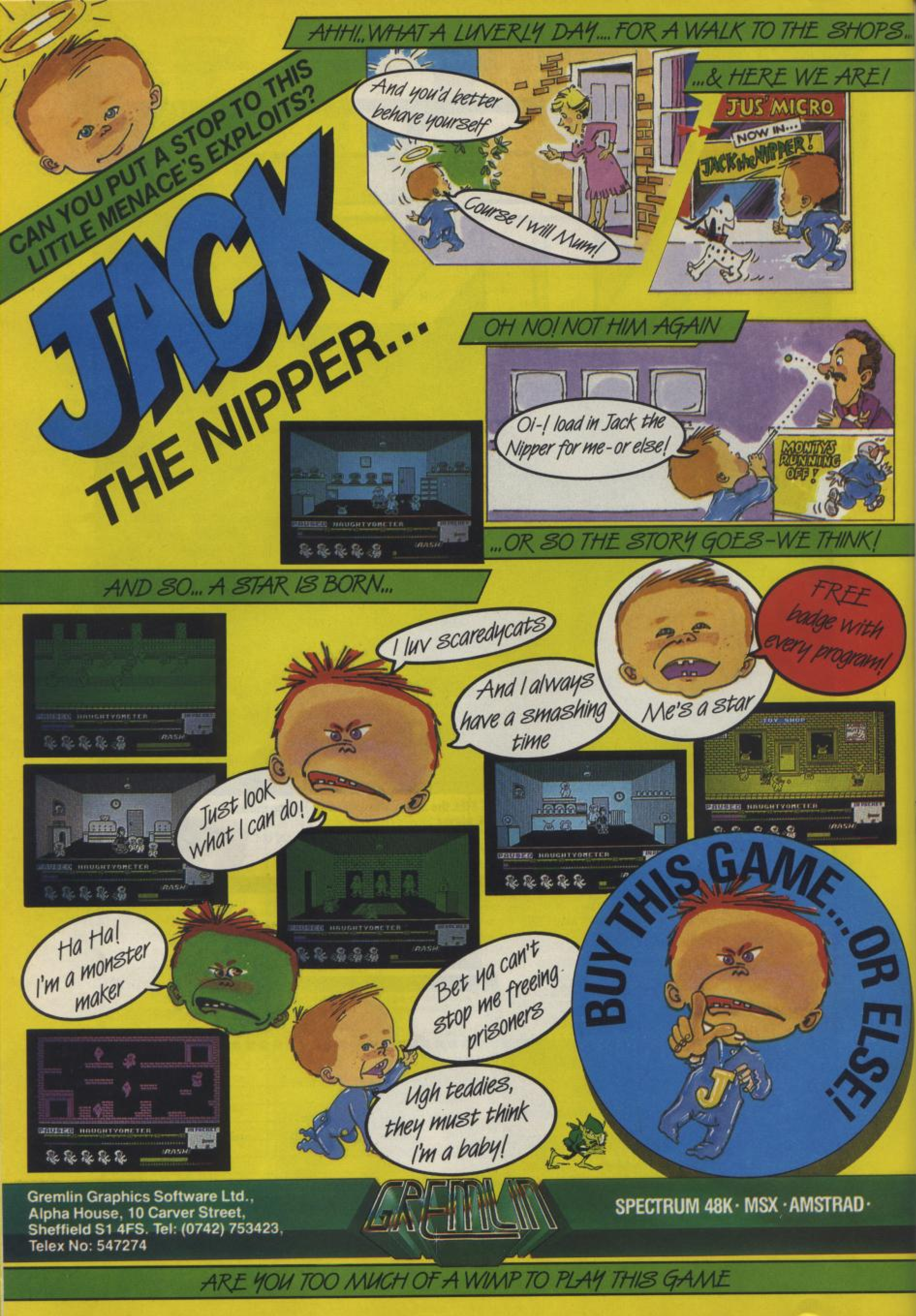
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CAN YOU PUT A STOP TO THIS LITTLE MENACE'S EXPLOITS?
JACK THE NIPPER...
AHH!..WHAT A LUVERLY DAY.... FOR A WALK TO THE SHOPS...
And you'd better behave yourself
Course I will Mum!
...& HERE WE ARE!
JUS' MICRO
NOW IN...
JACK the NIPPER!
OH NO! NOT HIM AGAIN
Oi-! load in Jack the Nipper for me-or else!
MONTYS RUNNING OFF!
...OR SO THE STORY GOES-WE THINK!
AND SO... A STAR IS BORN...
I luv scaredycats
And I always have a smashing time
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ARE YOU TOO MUCH OF A WIMP TO PLAY THIS GAME

Has he got lost in the village in the Back-of-Beyond (do I win the compo?)? T.P. where are you?

Also I've got some news for Noel "Smartypants" Wallace. My bruv has a Quickshot and it's still in perfect condition after 1 year, 1 week, 2 days, 7 hours 32 minutes (at the time of writing) of game playing, including a fair bash at the joystick-bashing *Decathlon*. Na-na-ne-na-na Noel!

Thumbs up for Sandra Vogel — great letter, one up for women's lib. (Bash the Ed for me T'zer, pleeze.)

**Lisa Gilbert**
**Maidstone, Kent**

PS Hope I wore out the brackets on the office typewriter!

*Okay, taking your points in reverse order, here goes:*
*1 ))))))))(((((((((*
*2 Ouch!*
*3 Smartypants is quite capable of looking after himself.*
*4. And now for the hot poop on T.P. The good news is that, yes, he came back off his rather extended hols. The bad news is that he's decided to go off on his own and start his own company — Trouble Unlimited was the suggested title but for some strange reason he didn't seem too keen on that. Stranger still is that we see more of him at Castle Rathbone now than we did when he was working full time. And he still insists on reading the Letters page over my shoulder. Go awaaaay! **Ed** Tee-hee! **T.P.***

## TRAINSPOTTER AWARD



Having just flicked through the wonderfully super-hero-ish 5 (geddit? — *Batman* for all of those who missed it, shame on you) I was shocked and amazed to notice a mistake which may make my presently dull and uninteresting life into one of pride and honour when I became the happy owner of a coveted Trainspotter Award. I am, of course, referring to Frontlines, page 8, where to my horror I noticed a Speccy+ sitting proudly in front of Domark's new medium resolution monitor which was displaying a (wait for it) screen shot of the 128 version of *Gladiator*. Had this Speccy just had an overdose and flunked or is the YS Art Ed being paid by Domark to tart up its pics. Well, you can't fool an intelligent YS reader (yes, there are some of us about) like me, so send me one of those controversial, highly talked about and most prestigious of Trainspotter Awards, please.

**Dave Pauling**
**Troon, Ayrshire**

PS Subs for the mag should be rolling in by now. After all, why would anyone want to shoot the warm, generous (I hope) likeable and friendly person which the Ed most certainly must be.

*Now what makes me think that you're trying to get round me? How dare you incinerate that I might be open to flattery. Money's what I want, you dolt! It wasn't even our piece of pictorial deception (who said, for a change?) but Domark's. Still, it was a good bit of trainspotting... and I'm sure my cheque's in the post. Isn't it? **Ed***

## ENDGAME

I have to agree with Andrew 'when will he stop being modest' Hunter, who wrote in ish 5 about game endings. The best end to a game I've seen is *Max Headroom* where the ending has to be loaded separately. Pity I can't make out a word Max says.

But at least he speaks more sense than Mark Devlin, aged 14 (months?) did...

**Chris Jackson**
**Chesterfield, Derbyshire**

*We are not, repeat not, starting that one up again. Before you know it we'll have him writing in again. Oh no, talk of the Devlin...*

You may remember me, I'm that perfect Commodore guy whom you all love to hate so much. I was very surprised to see my letter in your pathetic excuse for a magazine and . . .

**Mark Devlin**
**Troon, Ayrshire**

*Phew you've got a nerve. Mind you, never was a truer word spoken . . . You are indeed "the perfect Commodore guy" — a first-class banana. **Ed***

## WAR CORRESPONDENCE

In your June issue you raise the moral objections to a game based on the Falklands war.

From a philosophical point of view, there's clearly no difference between, say, the battles of Arnhem and the Falklands war, except perhaps the question of scale.

The difference is emotional. The battle for Arnhem is an episode in a war that has been long concluded and where all the sides agreed on the outcome. The Falklands war, however, is not yet over and one side is still pressing its claims. We in Britain are not quite sure that the sacrifice has gained a victory. The other emotional point is the question of time; the war is simply too recent for the grief to have diminished sufficiently and the nationalistic outburst also takes time to subside.

**Pat McCarthy**
**Bootle, Merseyside**

*I'm not sure I agree with you when you say that all wars are the same from a philosophical point of view — are they all good, all bad or does it just come down to which side you fight on? What you haven't told us is whether your attitude to wargames is dependent on your different emotional response to recent battles as opposed to earlier conflicts...*

I totally agree with S Komor's letter in YS6 about *Falklands '82* and wargaming in general; the game is very simplified but hardly bad taste — for that you have to look at offerings like *Rambo* or *Sam Fox's Strip Poker*.

I've been playing board, figure and now computer wargames for over ten years but I don't find any contradiction in also being a member of CND.

As you mentioned in your answer to S Komor's letter, it seems to be that the nearer a game gets to the present, the more worried some people become over the taste or indeed the morality of wargames. I think that this is because the more recent wars can be 'experienced' at secondhand through films and television and so have a greater impact than earlier conflicts.

Wargame/simulations are a study of the mechanics of warfare rather than the glorification of violence: if you object to wargames then you also ought to re-examine 'conflict' games such as chess. That's got that off my chest, now, how about a regular wargames/simulation column? I don't know how many other gamers will write in, but there's a lot of us around and at one army a piece ... you have been warned.

Waiting for my Speccy to roll a six.

**John Weller**
**Kingston, Surrey**

*Hmmm. Interesting thought. All games are based on conflict to some degree even if it just comes down to "beating" the computer, so to what extent are we on dodgy ground when we play games? I'd like to refer you to my treatise entitled* The Reduction Ad Absurdam Of Games Playing With Reference To Wittgenstein's Linguist *T'zer put those scissors down. I'm the only one allowed to cut **SNIIIIP!** You had to start him off again didn't you? I dunno. **T'zer***

## GRUB UP

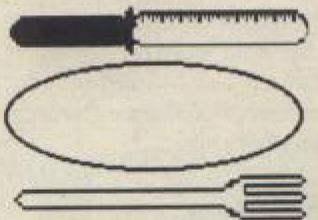
Hey come on! I've just finished reading *Time Travel* in June's ish and now I think I've had a close encounter (hey man — what's happening, I think I've been here before). Has Mamo been to the cinema lately to see *The Terminator* starring Arnold Black'n'Decker — the story is very similar.

You'll tell me next that the robot is going to wreak havoc on the world, and try to get Dave Rogan. Of course, the weapons the world has are no good against the robot. But Dave comes to the rescue and writes the Time Travel program again and sends the robot into oblivion.

Tell me this is not true and I'll eat my Spectrum!

**Charly**
**Finedon, Northants**

*It's not true. **Ed***



## ICON DO IT

While playing *The Young Ones* and listening to Rick telling me that everything's pretty anarchic and Vyvyan telling me what a *!!+%* Neil is, I came across a bug *(Not in Neil's underpants I hope! Ed)*. In the kitchen, if you aren't Neil and he's in there, don't open the fridge. Why? Because even though Neil shuts it, the computer still thinks it's open and won't let you go till you close it. But Shut isn't on the icon menu. So, you're stuck there! I listened to the radio for ten minutes or so — and then pulled the plug.

**David"Jetset"Willmott**
**Letchworth, Herts**

*Thass completely ber-illiant. Why don't you go and stick yer foot through the telly you great girly. Ain'tchoo got no imagination? **Ed***

# LETTERS

## SHERRY TRIFLE

One day last year I went into a shop.
I was looking for a good magazine on pop.
I looked up and thought to myself,
For there was *YS* on the middle shelf.
I picked it up and flicked through the pages,
Then looked in my purse. Phew! I had my wages.
When I got home and reached into my bag,
I pulled out, yes, the *YS* mag.
Every month from that day on
From that shop one copy of *YS* has gone.
Really I have to turn myself in.
You see, behind this, there is a sin.
I buy *YS* every month as planned
But I haven't a Spectrum, you do understand.
Nor a QL. No computer have I.
I would be grateful if you print this letter,
And from what I've read, Ed I hope you get better.

**Sherry Elliott**
**Edinburgh**

PS If any of you lads want to drop me a line
My address is in Pen Pals, okay? Fine.

*Cor, innit easy, this poetry lark,*
*All you need is the creative spark.*
*It's one way of getting your letter read*
*And you can burble on at great length as I do all the time without actually saying very much just so long as you remember that the end words rhyme.* **Ed**

## WHACKO

While I was playing *Back To Skool* I came across a bug. I got 10600 lines and kept running till I came to the room between the Yellow Room and the Head's Office and waited until Wacker entered then catapulted 'im. When he was scratching his nut I went to the girl's school and kissed me girl-friend so I had 9600 lines then I went back to Wacker to slag him and what did he do? He expelled me!

**David "Gremlin Sweevo Zip Zap Cool Person Postachio" Elliott (phew!!) aged 13¾ Edinburgh, Scotland**

*Jolly good show too. We're too soft by half on you youngsters today. When I was a lad, we were all beaten till we couldn't stand up and beaten again so we couldn't sit down. And it never did me any harm, did it Colonel?* **Ed** *Course not. It's just that all that beating scrambled his brain a bit.* **T'zer**

## MEGAWHAT?

I just thought I would write and complain about your so-called magazine. *(You might as well, everyone else does. Ed. Let's all say aaah! T'zer)* The first thing I don't like is the repeated use of the word "mega". Mega this, mega that, all over the place. Why don't you find an editor with a larger vocabulary? Don't get the wrong idea. I don't buy your magazine. I just flick through my friend's copy. *(Oh, that's alright then. For a moment there I thought you'd actually dished out the dosh for it. Ed)*

**Jamie Smith**
**Whitton, Middlesex**

*Haven't you sussed it yet. The reason the Ed keeps on using the word "mega" is because he's a megalomaniac!* **T'zer** *And here's a megaton bomb for you to be going on with.* **Ed**

## UPPSALADAISY

No rails without trains. No trains without trainspotters. No trainspotters without a pen and paper. No pens and papers without trees. No trees without oxygen. No oxygen without germs or Jean-Michel Jarre. I know everything about germs, thanks to Firebird's Comet game. No, I haven't finished it but I've found some bugs and messages in it. First, get into Pause Mode by pressing Caps Shift and Space. Now press A and Symbol Shift or R + V? Well, at least try 7 and Q or Space and 6. D'you think it's a long way to the Comet? Well, press 9 and 0 in Pause Mode! I just wonder how *Empire* is, the latest megagame from Firebird. Please, can you buy it for me (Q and P) and send it to me because I come from Sweden.

**Calle Nordlund**
**Uppsala, Sweden**

*What is the lad wittering on about. I preferred the letters that just went hurdie hurdie ho. I could handle them.* **Ed**

# SMALL PRINT

Has *YS* ever thought of having an agony aunt column? How about Teresa (kiss, kiss) Maughan?
**Alec McAllister**
**Waterford, Eire**
*If you're looking for agony that's the quickest way to go about it.* **Ed.** *Don't you listen to him, dears. If you've got any little problems that you want me to sort out for you just drop me a line. Will you do that for me? Will you, loveys, will you?* **T'zer**

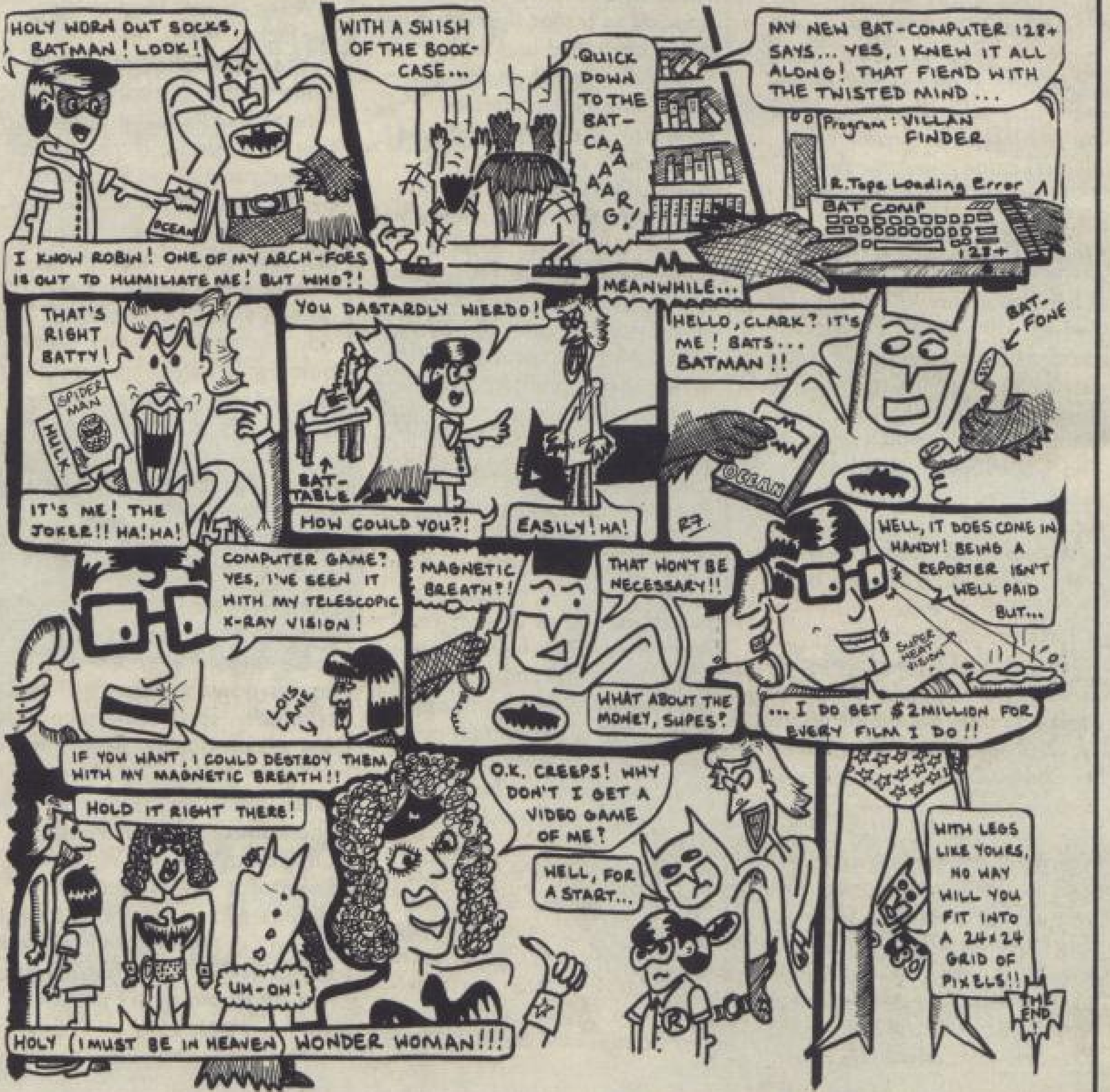
Hisoft's Pascal is really O:OK and no bugs (hint hint), anyone want to communicate with me in Pascal can do so at the address below.
**K Douglas**
**2 Monks Close, Formby L37 6DH**
*Er, O:OK.* **Ed**

What about a Teresa Maughan's Strip Poker?
**Macho**
**Sevilla, Espana**
*What about it?* **Ed** *Oooh, I've come over all in a Royal Flush!* **T'zer**

I've written this letter twice already but nothing has happened.
**Andrew Dellbridge**
**Hornchurch, Essex**
*You have to post them you know!* **Ed**

# DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.




**Roy Fowler of Sheffield's gone completely batty — he doesn't even want a free game for his Batstrip. "All I want is the cover of YS5 with Bats on it or a full sized colour pin-up of Sam Fox in a Wonder Woman costume. Or if you can't afford a whole costume, half'll do!" Hmmm.**




WHAT BROUGHT US TO THIS HELLISH PLACE? HOW I WISH I HAD DISSUADED DAPHNE FROM THIS MAD QUEST INTO THE STEAMING HINTERLAND OF THE SOUTH-AMERICAN SUB-CONTINENT IN SEARCH OF HER FATHER. AND WHAT OF O'DONNELL? I DO NOT TRUST HIM. PERHAPS BECAUSE HE DRINKS SCOTCH AT TEN IN THE MORNING. EVEN FROZBIE, OUR FAITHFUL HOUND IS INFECTED WITH FLEAS. THIS IS NO PLACE FOR A DEDICATED SCIENTIST LIKE ME-PROFESSOR ROGER KITE.

If you thrilled to previous Hewson treks into interactive adventure movies, such as Avalon, Dragontorc and Astro Clone, you'll need no further encouragement to put on your pith helmets for this tropical lark. (Stop taking the pith and get on with it. Ed).

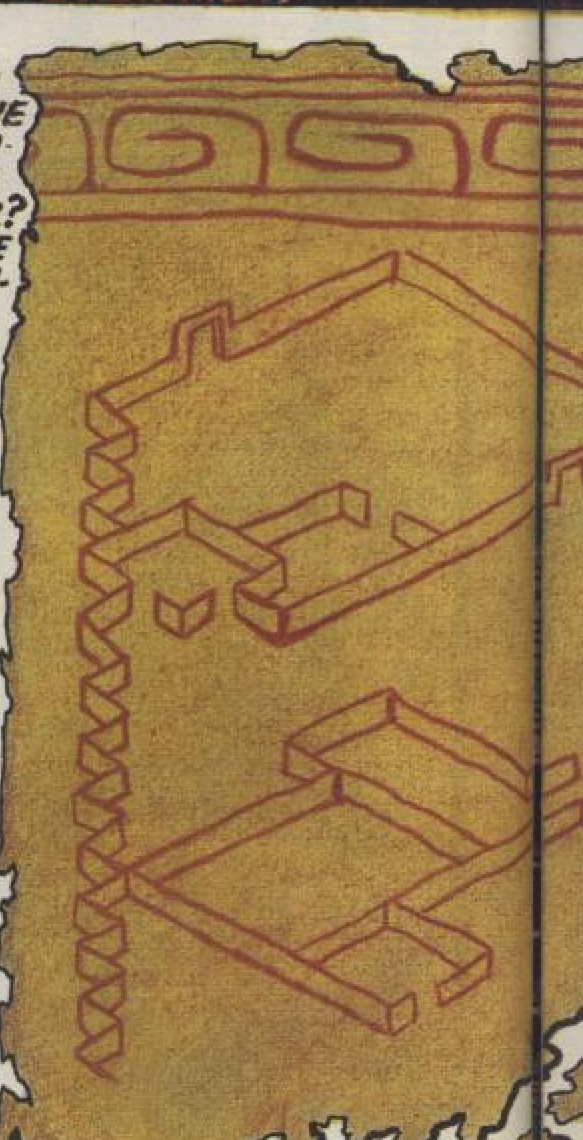
The twisted mission takes place at an earlier part of the century. Daphne has ventured into the rain forest with only a parasol for protection. Accompanying this frail and fainting damsel are Patrick O'Donnell, a roving reporter who only swoons after his third bottle of Scotch; Professor Roger Kite, Daphne's fiance and roving scientist; and canine Frozbie, the roving rover.

Each character has distinct characteristics that'll come in handy in certain situations and you control one at a time in either of two modes. Choosing Solo lets the other members of the party wander aimlessly while your character goes about his, her or its business. Select Lead and any characters nearby will attempt to follow — though they may spend some time bumping into obstructions or rushing into danger. In the case of O'Donnell this can be blamed on the booze.

There's no trouble finding perils aplenty amongst the ruins... problems only arise in avoiding them. Luckily the humans can carry weapons which they skim along the ground, splatting scorpions and shattering headless mummies. More difficult to defeat are the floating skulls with their glowing eyes and snapping jaws. Contact means instant death!

Unlike previous Hewson Adventure Movies there's an open air feel to Pyracurse. You're not trapped in a series of rooms, which makes your task more difficult as there's no obvious path to collect all the keys that unlock a level.

Our preview copy only consisted of the first of three levels but apparently the catacombs contain some hi-tech surprises. But that's nothing to what lies in store at the end. You see, each of the characters has secondary motives that makes the whole thing more Dynasty than Raiders Of The Lost Ark! Hewson promises that the finale resolves all the backstabbing. But there's only one way to find out so excuse me while I drink another boddle uv Gin and get as Legless as ol' O'Donnell (Hic!).





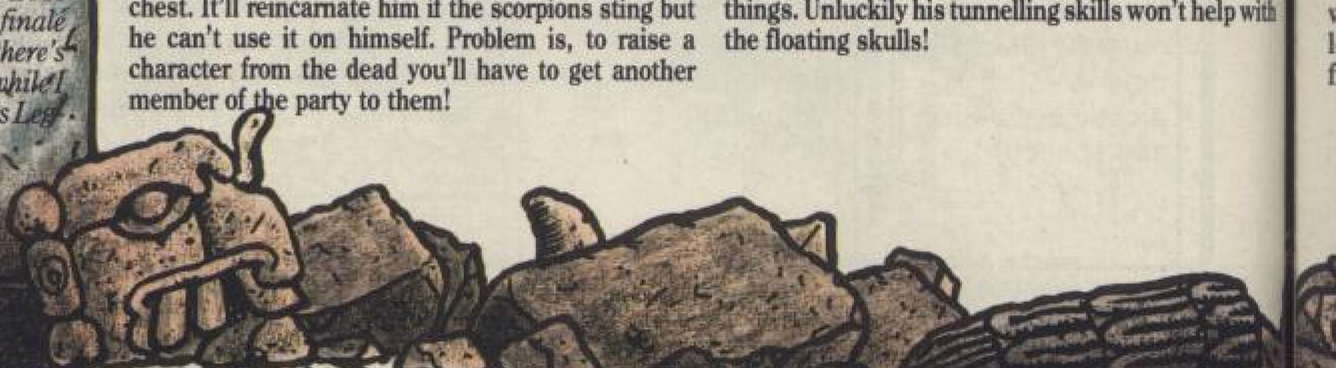

First through the door is O'Donnell, proving drunkards rush in where Daphne fears to tread. But he'd better dodge that reanimated mummy because if they collide it'll take to him like a lost son! What Legless needs is a weapon to bowl the undead out of the game.



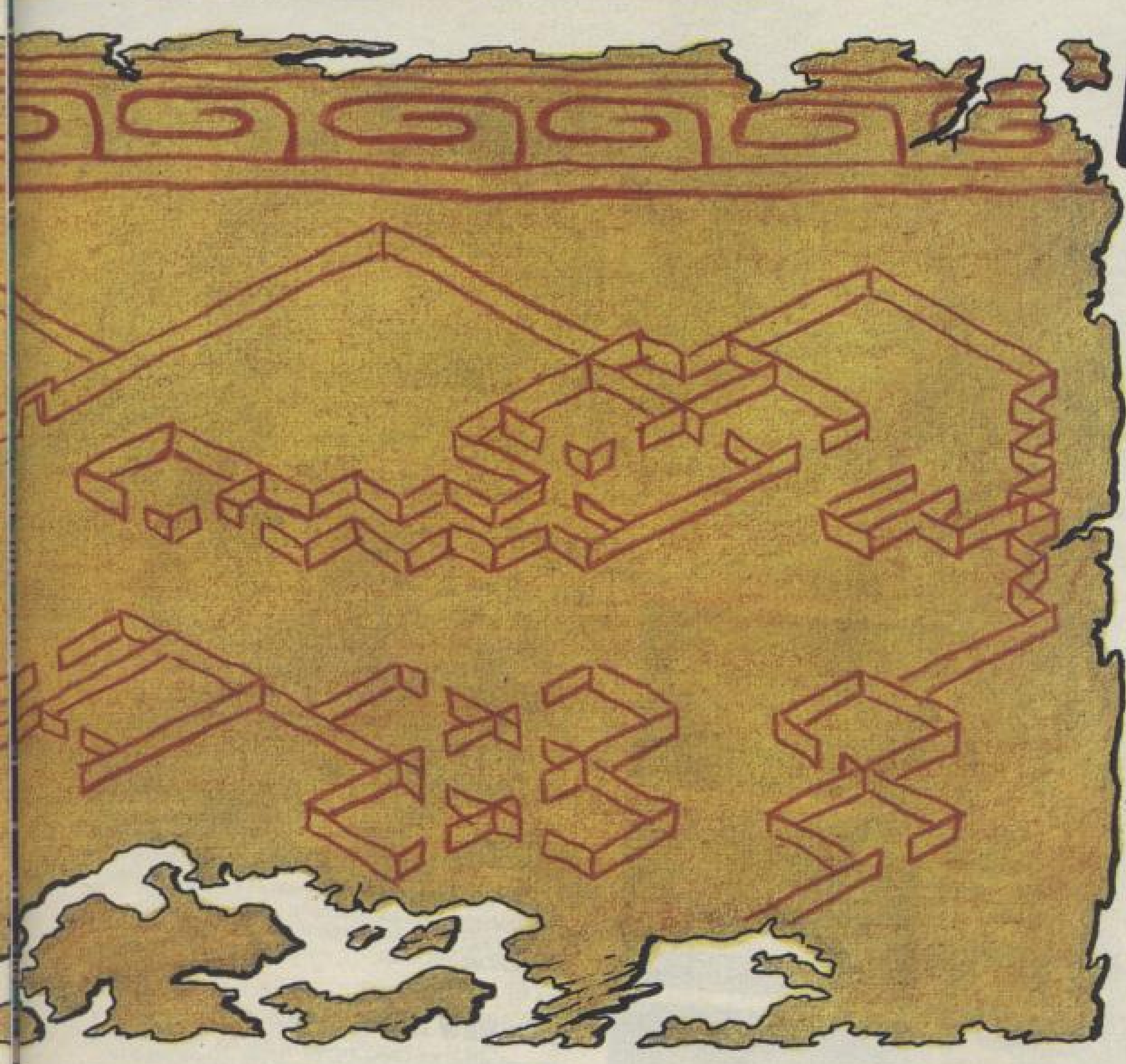

The Professor's going potty, waiting for those scorpions. He can unlock boxes but shouldn't dawdle just because he's found a pot of enzyme next to the chest. It'll reincarnate him if the scorpions sting but he can't use it on himself. Problem is, to raise a character from the dead you'll have to get another member of the party to them!




What's that little pile behind Frozbie? No, of course it's not! The pooch's canine instinct is restricted to digging up loose soil like this to uncover all sorts of things. Unluckily his tunnelling skills won't help with the floating skulls!





AS EVERYONE NOSE THE SINU CITY FEATURES THE CHARACTERISTIC SINU'S ARCHITECTURE. THIS IS ONLY THE FIRST LEVEL BUT THAT WAS ALL THAT WAS TO BE FOUND ON THE PAP OF SCRATTY TAPYRUS...ER, SCRAP OF TATTY PAPYRUS (DAMN O'DONNELL'S COCKTAILS!) APOLOGIES IF PARTS ARE UNCLEAR BUT THE INCA WAS STILL WET.



"I say, Daphne — while we're here all alone . . . I've got something to tell you. I'm a total wimp when it comes to pushing over amphorae. If only O'Donnell was here we might be able to get a key to put in that lock by the door. Oh, and do give me a kiss. It's a surefire way of bringing me back to full strength."

| | |
|---|---|
| Game | Pyracurse |
| Publisher | Hewson |
| Price | £9.95 |

Keys A-G **Up Left**; H-L **Up Right**; B-Break **Down Left**; Cap Shift-V **Down Right**; P **Fire**'; Fire+A-G/Cap Shift -V **Menu Select.**



**Name** Daphne Pemberton-Smythe

**Age** 22

**Distinguishing Features** Fresh beauty, innocent charm, steely blue eyes

**Notes** Daughter of the late Sir Pericles Pemberton-Smythe, Daphne is known for her interest in balls, as befits a young deb. Though she is 'frightfully upset' by daddy's possible demise, the more cynical might suspect her of trying to prove his death. After all, she stands to inherit the Pemberton millions!



**Name** Roger Kite

**Age** 37

**Distinguishing Features** Hereditary birth mark; the famous 'Kite' mark.

**Notes** Flying high in the archaeological field, Roger is a dry old bone. He is engaged to Daphne though she would consider trading him in for a later model. Only his brilliant brain can unlock the South American puzzles. His body is less useful according to Daphne.



**Name** Patrick O'Donnell

**Age** 35

**Distinguishing Features** Slight drink problem; occasionally misses his mouth.

**Notes** 'Legless' O'Donnell is bumming around South America in search of Quetzalcoatal — or any other brand of tequila. Keeps a close eye on Daphne because of the size of her . . . inheritance. Strong as an ox . . . and smells like one too.



**Name** Frozbie

**Age** 6

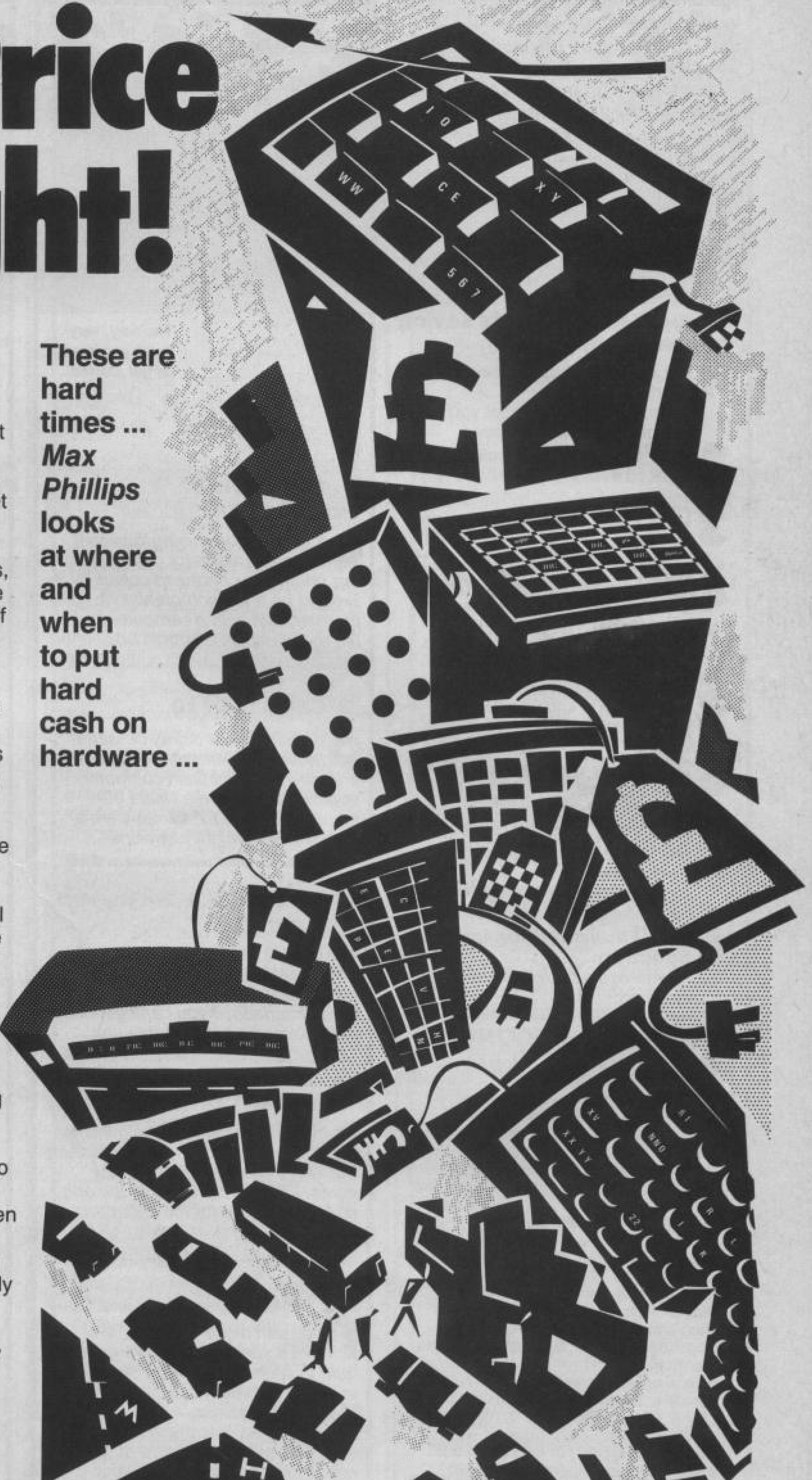
**Distinguising Features** Four legs, tail, hair all over . . . what else would you expect of a dog?

**Notes** An expert excavator, Frozbie could be the perfect match for the Professor and . . . Hang on, dogs don't have passports!



# The Price is Right!

**These are hard times ... *Max Phillips* looks at where and when to put hard cash on hardware ...**

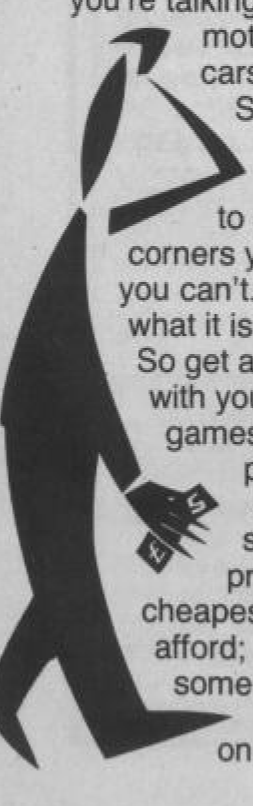


Buying a Spectrum is the least of your problems. From the moment you get the machine home, it wants feeding. Always, always, more software. And please can I 'ave one of these? And one of those?

Not actually the Spectrum is it? It's you. You've got a problem.

Admit it, collecting hardware bits and bobs is *fun*! Go on, everyone does it. There's nothing so good as tearing the wrapping off some new goody to bolt on your Speccy (particularly if it's got one of those bubble-packs that you can squeeze to pieces afterwards — yummm!). Stop salivating at the back — and you, so-called pure games player, I know you've got a ZX Printer at the back of your wardrobe. Yep, *everyone* likes hardware!

Trouble is, hardware is one game that costs. When we put together the big systems overleaf, we had no idea quite how much. I mean you're talking holidays in Spain, big motorbikes, secondhand cars here, John.



So you've got to learn to be careful. To know when to buy and when to stop yourself. Which corners you can cut and which you can't. And, above all, exactly what it is you need.

So get an idea of what you do with your machine. If you play games, you hardly need a printer or a disk drive; spend the money on software. If you're a programmer, get the cheapest joystick gear you can afford; you're saving up for some form of mass storage and a printer. And so on. ▶

Illustration: Mark Harfield

Have a browse through the systems overleaf with no obligation to buy. It's all good, useful stuff but don't forget, it's up to you exactly what you personally need.

And there's no mention of the perennial stocking fillers, like dust covers and on/off switches. Get them if you're that sort of person. We reckon the money goes better on a new game! Happy hunting ...

## THE EIGHT COMMANDMENTS

(Well, we couldn't come up with ten!)

**Eight rules for safe saving and shopping...**

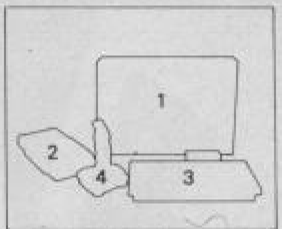
1. **Do buy what you need most next.**
... know what sort of user you are and get the things you need.
2. **Don't buy things 'cos they look fun.**
... they end up gathering dust.
3. **Don't buy the super-deluxe model.**
... when a cheap alternative will do.
4. **Don't buy a cheapie when you need better.**
... you'll only end up selling the cheapie at a loss and buying the better model.
5. **Don't buy secondhand.**
... unless you know about what you're buying and can check it works.
6. **Don't buy discontinued and discounted.**
... unless you can be sure to get software, supplies and support.
7. **Do leave money over for software.**
... and certain magazines we could mention.
8. **Don't buy anything for your Spectrum.**
... when it's a choice between that and food.

## SHOPPING AROUND

Where to get it ... Most items are available from your local dealer — if you have problems, try these numbers ... **Ferguson Tellies** — Woollies; **Cathy CC310** — any good electrical shop (if you can find one); **Switchable Joystick Interface** — Datel (0782) 283815; **125 Joystick, SpecDrum** — Cheetah (0222) 777337; **Rotronics Wafardrive, VTX5000, Quickshot II** — Devron Computers 01-638 3339; **Soundboost, Elite, 2001, GLP, LTR1** — Saga Systems (04862) 22977; **ZX Expansion system, Speccy 128, QL — Sinclair Res...** oops, you'll just have to shop around; **Multiface 1** — Romantic Robot 01-625 9463; **Speccy compatible monitor** — Microvitec (0274) 390011; **nice people at Sony** — sorry, no home numbers; **Discovery 1** — Opus (0737) 65080; **Gravis IS joystick** — Teknachron (0983) 853635; **Epson printers** — Epson (who'da thought it?) 01-902 8892; **Juki 6100** — Microperipherals (0256) 473232 ... Not inconsiderable effort has been made to ensure details are correct *(At time of going to press blah blah! Ed)* but you'd be a bit silly not to check first before taking the plunge or buying anything ...

# UNDER £100






*The very, very least you need to get started...*

### 1 Ferguson B&W Portable TV

*Okay for programming/business but a last resort for games. At this price, a secondhand colour TV is likely to be a 26-inch prehistoric monster; naff with a computer and not much cop as a goggle box either.*

**£55**

### 2 Cathy CC310

*Or other plain ordinary cassette recorder. 'Computer compatible' units are okay but flash computer dedicated ones are a waste of money. Hi-fis and Walkmans are a long shot that might just work.*

**£20**

### 3 Datel Switchable Joystick Interface

*This one's a bargain because it emulates the different joystick protocols for the price of a single mode interface. If you can't get one, get a Kempston compatible unit.*

**£9.99**

### 4 Cheetah 125 Joystick

*Another bargain; can be mistaken for a real Quickshot at a distance but saves you enough for a new game. All joysticks break in the end so it's best to go for the cheap ones...*

**£8.95**

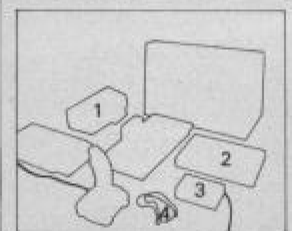
### EXTRAS

*If you can nick the family TV or have a spare one, you've got fifty quid to spare. Go window shopping in the next column or blow it all on a heap of new games.*

*You can get thermal printers, like the ZX Printer or the Floyd 40, dirt cheap secondhand but it's your problem if you do. They're likely to die after a few weeks and it's nigh on impossible to get paper from 'em. Nasty little things anyway...*

# UNDER £200






*Take everything in the first column and pick your choice of one or two items from below...*

### 1 Rotronics Wafadrive

*Fifty quid is the asking price in many places for these neat microdrive substitutes. A really good idea for programmers but be prepared to go it alone; not all programs support wafers and some can't be transferred to them.*

***Tip:** Get the Toolkit wafer and a big bunch of wafers when you get the drive*

**around £50**

### 2 VTX5000 modem

*Definitely the easiest way to get on-line to the world.*

***Warning:** They're best for Micronet/Prestel and you'll have to hunt Stephen Adams down to get software to let you use bulletin boards and Electronic mail services. Even then, the modem's Prestel speeds are a pain.*

***Horror:** £100 for a decent 300 baud alternative.*

**around £40**

### 3 Cheetah SpecDrum

*A drum machine will, of course, only be really useful to people who want ... a drum machine. Still, it's a bargain, brilliant fun and a lot easier to play than a real kit.*

**£30**

### 4 Saga Systems Sound Boost

*Surgical implant for your Spectrum that boosts the sound through the TV.*

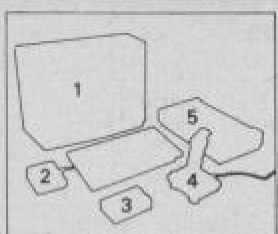
***Warning:** Invalidates your warranty.*

***Cheapskates:** Take the tape out of the cassette recorder, while holding down the little prong thing at the back left of the cassette compartment, press Play and Record. Turn any monitor switch on and fiddle with the MIC and EAR leads. If you're lucky, you get sound through the cassette speaker!*

**£9.95**

## UNDER £350






**And this is where the wallet really starts to smart...**

### 1 Ferguson TX Portable

*Or any Japanese equivalent will serve you well. Oh, and before you all ring up and complain, we haven't counted this in the total price.*

**.......... £150**

### Cassette recorder

*See first column. I know we've got microdrives below but you're going to need a cassette recorder to get all the software you buy into the Spectrum aren't you?*

**.......... £20**

### 2 ZX Expansion Kit

*Unreliable and slow but Microdrives are still the standard and all serious software supports them. One drive will probably do (plus it's half the trouble of two).*

*The RS232 saves you the cost of a printer interface and can be used for micro-to-micro links.*

**.......... around £80**

### 3 Romantic Robot Multiface I

*Saves most things to microdrives, lets you POKE games, poach title screens and so on, plus a Kempston-compatible joystick port and extra 8K Ram for megabrains to splash around in.*

**.......... £39.95**

### 4 Quickshot II joystick

*Widely regarded as the best but see the guide in issue 2 if you're fussy (and so you should be).*

**.......... £14.99**

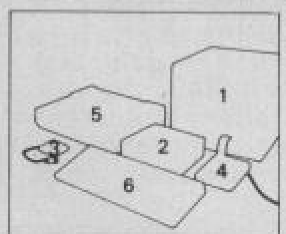
### 5 Centronics GLP printer & RS232 lead

*GLP stands for "great little printer" which means that they're alright. Probably the cheapest printer that'll give you good service.*

**.......... £210**

## UNDER £900






**Told you that you can go mad...**

### 1 Microvitec Speccy-compatible RGB monitor

*This is de business, man. A bright, sharp and steady picture that'll blow your eyeballs out. Ace for games and a good idea for serious programmers and business users.*

**.......... £280**

### 2 Opus Discovery I Disk Drive

*The new price makes it even more of a bargain — it's probably the standard Speccy disk drive by now. Not really worth it for gamesters (unless you're so rabid you can't get loaded fast enough) but essential for programmers and business users.*

**.......... £99**

### 3 Sound amplifier

*You only need one if you're using a monitor; if you've got a TV, go for a Soundboost or fiddle with your cassette recorder (see second column).*

**.......... £20**

### 4 Gravis "Incredibly Sexy" Joystick

*Certain people on YS like this one a little too much* (Give it back! Ed) *but at least we know it can stand up to a fair amount of abuse.*

**.......... £20**

### 5 Epson FX printer with RS232 option

*You only fit a printer once, so fit the best*

***Tip:** It might save a few pounds to buy a Centronics Epson with a Kempston E printer interface (£39.95).*

**.......... £350**

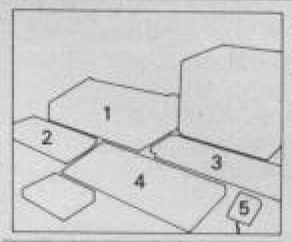
### 6 Saga 3 Elite Keyboard

*Definitely the second best keyboard available (see final column).*

**.......... £80**

## COMPLETELY O.T.T.!






**Add any of these next time you win the Pools...**

### 1 Brother HR-15 daisy-wheel printer with RS232

*For business types only — daisywheels are too slow and noisy for programmers and can't do fun things like screen dumps and graphics.*

**.......... £250**

### 2 Spectrum 128 as a spare machine

*Seriously. I mean Spectrums do get old and tired and you might as well have the upgraded machine as a standby. If only games houses would stop wimping around and write some decent stuff for it.*

***Warning:** There's a whole heap of 48K games that won't go on it.*

**.......... £140**

### 3 Sinclair QL for trainspotting

*Also seriously. The QL is a wonderfully sophisticated chunk of hardware and will keep any fanatic programmer happy for years. Plus the Psion business software can be very useful. Plus it's a bargain at the price.*

***Warning:** Do it for love.*

**.......... £160**

### 4 Saga 2001 Infra-red keyboard

*Wonderfully silly way to get rid of a spare £120. These things are great for programmers and business users and anyone who likes to do it in style.*

***Warning:** No go for arcade games and completely mind-warping when you try to work out which function keys do what in particular programs.*

**.......... £120**

### 5 Kempston Mouse

*Can't call yourself with-it unless you're driving Art Studio with this handsome hunk of hardware.*

**.......... £70**

# Hit List

**Check out the choppin' and changin' in the charts this month with *Sara Biggs*.**

## Chart Chat 8

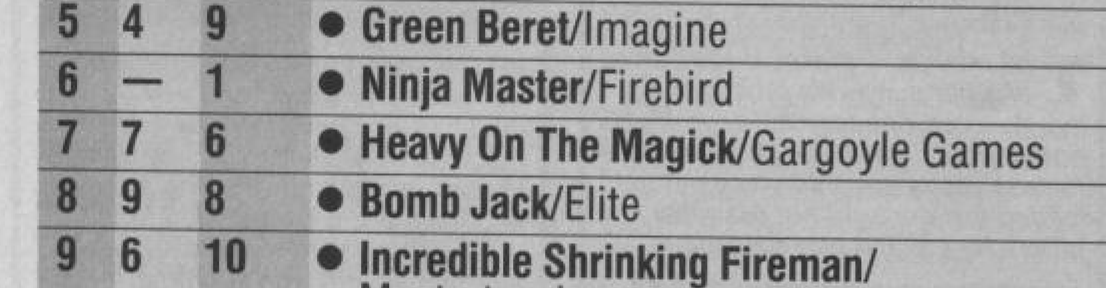
**C'mon you reds! US Gold must be over the moon that its *World Cup Carnival* has shot to the top of the league this month.No real surprise here in the wake of the Mexican footie festival, except maybe if you add it to your collection alongside Artic's *World Cup* from a couple of years back. Once you've waded through the stickers and so on, you may have a bit of trouble spotting the difference. Looks like some people are gonna be as sick as the proverbial polly. *Batman* flew into the charts during the last month to take over the number one spot but it was a brief reign for the Caped Crusader. Robin's having flown the nest was just too much for him. Two class budget games are making a strong impression at the moment: Mastertronic's *Knight Tyme* and Firebird's *Ninja Master* are standing at three and six respectively.**

## This Month's Top Ten Titles

| Position | Last month | Weeks in Chart | • Title/Publisher |
|---|---|---|---|
| 1 | — | 1 | • **World Cup Carnival**/US Gold |
| 2 | 1 | 4 | • **Batman**/Ocean |
| 3 | — | 1 | • **Knight Tyme**/Mastertronic |
| 4 | 3 | 2 | • **Rock'n'Wrestle**/Melbourne House |
| 5 | 4 | 9 | • **Green Beret**/Imagine |
| 6 | — | 1 | • **Ninja Master**/Firebird |
| 7 | 7 | 6 | • **Heavy On The Magick**/Gargoyle Games |
| 8 | 9 | 8 | • **Bomb Jack**/Elite |
| 9 | 6 | 10 | • **Incredible Shrinking Fireman**/ Mastertronic |
| 10 | — | 3 | • **Quazatron**/Hewson |

## Gremlin Graph

**Following the fortunes of a software house is always interesting, and this month Gremlin Graphics comes under scrutiny. Its first big success was *Monty Mole*, which tunnelled into the charts in October of 1984 on the back of the miner's strike. It reached number two, and stayed around the charts for eight weeks. A sequel, *Monty Is Innocent*, followed in March 1985, reaching number six and staying around for eleven weeks; and another sequel came along in November — *Monty On The Run*. This was the most successful in terms of chart positions, coming straight in at number one and staying there for two weeks before slowly dropping out of the top 40 over the next nine weeks. Who said sequels are never as successful as the originals? In the first five months of this year Gremlin has left Monty to his own devices but it's not been idle. *West Bank* came out in February, *Way Of The Tiger* in March and *Bounder* in May. No news of anything else at the moment but it'd be surprising if Gremlin stayed off the scene for long!**






## 12 Months Ago

| Position | • Title/Publisher |
|---|---|
| 1 | • **Softaid/** Softaid |
| 2 | • **Spyhunter/** US Gold |
| 3 | • **Starion/** Melbourne House |
| 4 | • **Shadowfire/** Beyond |
| 5 | • **Gyron/** Firebird |
| 6 | • **Minder/** Dk'Tronics |
| 7 | • **World Series Baseball/** Imagine |
| 8 | • **Brian Jacks Superstar/** Martech |
| 9 | • **Gremlins/** Adventure International |
| 10 | • **Jonah Barrington's Squash/** New Generation |

## 18 Months Ago

| Position | • Title/Publisher |
|---|---|
| 1 | • **Underwurlde/** Ultimate |
| 2 | • **Daley Thompson's Decathlon/** Ocean |
| 3 | • **Eureka/** Domark |
| 4 | • **Knight Lore/** Ultimate |
| 5 | • **Tir Na Nog/** Gargoyle |
| 6 | • **Combat Lynx/** Durell |
| 7 | • **Pyjamarama/** Mikro-Gen |
| 8 | • **Avalon/** Hewson |
| 9 | • **Travel With Trashman/** New Generation |
| 10 | • **Battle Cars/** Games Workshop |

## Football Crazy

**Six football games have appeared over the last three years. This graph shows the highest positions they reached in the charts, culminating in this month's chart smash, *World Cup Carnival*.**




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# SCREEN SHOTS

*Max Phillips, Gwyn Hughes, Rachael Smith, Rick Robson, Luke C. and Phil South* **jostle with their joysticks to bring you the latest games reviews.**

## Splitting Images

YOUR SINCLAIR MEGAGAME

**Domark/£7.95**

**Gwyn** Take a block sliding puzzle and combine it with a popular satirical television show title. Now add an extra letter and you get *Splitting Images*, the first TV tile-in!

This ingenious avoidance of royalties hardly filled me with confidence. Nor did the blurb, burbling on about arranging the squares. Could Domark seriously be marketing a game as old-fashioned as this?

But begin to play the program and you realise its virtues. Dutch company Ernieware seems to have specialised in this sort of program and has added enough neat variations to create something new.

Put away all ideas of plastic puzzles and sliding squares around to create a picture. Instead imagine an arena with a store at the top left hand corner from where the picture sections emerge when you press fire. Three sides of the frame contain doors which are constantly opening and closing, and you can slide unwanted tiles through them to go to the bottom of the pile and re-emerge later.

There are also cracks in the wall, most of which flash on and off but one is constant. When a block collides with a crack it bounces back so you have to be careful with timing.

As you start to shoot sections of the picture from the store you'll find that corresponding squares are illuminated in a miniature completed picture to your right. You'll also find that non-picture squares emerge. Often objects associated with the person you're creating appear and if you bring the right ones together you score extra points. Arrange a collision between the finger on the button and the mushroom cloud and you'll bring about a cataclysmic bonus!

While you're trying to avoid crashing the wrong objects together you'll also have to watch out for bombs. These are neutralised by taps or can be kicked out of play through the doors, but whichever course you choose you've got to be quick because if the fuse burns down they'll explode and you'll lose a life. The same goes if you run out of time.

For some reason I found all this totally addictive, even though there's a tendency for bombs to appear in rather quick succession. Eventually you'll discover the technique to complete Ronnie Reagan within the time limit and you'll skim through Thatcher. But don't get too confident because more cracks appear in the walls and the doors open at a different rate. By the time you reach Alan Sugar you'll be panicking. Apparently Prince Charles lurks in there which makes me wonder whether we should really split heirs.

Not the most glam game of the year, but certainly one of the oddest and most unique. If tests of mental agility and strategy set against a tough time limit suit you then give these spitting images 'I'.




Early on in remaking Ron. The first thing to do is to get two blocks from the higher layers as a buffer. Then you can whizz taps down until you need them for bombs and bonuses — or kick bombs out of the door.




Almost completed Maggie. Despite the fearsome sight, don't freeze now or time will run out. The only way to get those last blocks in order is to discard some through the door then they can be taken from the store in the top left hand corner when you're ready.

Graphics
Playability
Value for Money
Addictiveness
9

# PODDER

**Central Solutions/99p**

**Rick** Plodder might be a more pertinent name for this, the latest arcade maze game from Central Solutions. But like Geoff Boycott it makes up for slowness with steadiness. At least it's consistent — indeed quite sensational in its utter and complete ordinariness.

It seems the inhabitants of Pod have imbued their machines with intelligence, and technology has struck back, banishing the Poddites (Poddies? Poddles?) to the desert. As an exiled engineer you have to rig up an old Podder (Poddish for Cortina) and fit it with a limited arsenal (were the Arsenal ever anything but limited?) in order to win back civilization.




Trouble is, putting Podders together is worse than trying to find spares for a Lada. You have to find 107 spares spread over 36 screens, avoiding lots of nasties who'll do you more damage than all the second-hand car salesmen in Debden. You can nuke them but they'll bounce back to life again instantaneously. Guile is the style if you want to win out as your missiles won't last for ever. Luckily most of the meanies (curiously crab and trilobyte look-alikes) just chug back and forth so it's easy to avoid 'em.

You can pick up as much as you like, and all you have to do is run over the rather poorly realised objects to collect 'em. As you travel extra lives and missiles can be found — as they're always in the same place.

Once you've got your 107 parts (and not fallen asleep in the process) then hack on back to screen 1 and exit to save the world. Personally, I think it might be a nicer place if it *was* left to the machines.

Graphics
Playability
Value for Money
Addictiveness
**5**

**Firebird/£1.99**

**Luke** Yeeehaah! Not a bad game this, pardners, and at only £1.99, excellent value for money. Not that it's anything more than a glorified text adventure ... coupled with some very imaginative attempts to pretty the whole affair up with simple graphics and sideline 'things to do'.

With only 50 bucks in your pocket, you come across a body lying in the street. You pick up his gun out of interest and before you know it, the local sheriff has taken it into his head that you're responsible for the stiff and sets a Pinkerton agent on your trail. But you know the real culprit is one of the infamous Wild Bunch and you set off to prove your innocence ... even if it means you've got to kill everyone in sight!




You've five towns to investigate and, at each one, you can enter the saloon, telegraph office, sheriff's office or local store. At the telegraph office, you can bribe the clerk to give you information on the whereabouts of the gang of desperados and the Pinkerton agent — a good investment as the Pinkerton man arrests on sight. The sheriff's office gives you a chance to check out the descriptions of the Wild Bunch — so that you can challenge them whenever you meet. The store, of course, is full of all the provisions you need for your perilous journeys ... such as guns, bullets, food, clothing and so on.

If you wanna have a lot of fun try the saloon. Here, you can play poker against the local gambler and boost your funds. Careful play can double your spending money in no time at all. You'll need it later after all you've spent on provisions and bribes. You can also boost your strength points with a couple of shots of red-eye or beer — slurp! It's here you're likely to come face-to-face with one of the Wild Bunch. You can always attempt to arrest him on the spot or take him out on to the street for a shoot-out.

Travelling between towns can be costly on your resources. For example, on a typical journey between Nuggett City and Bulletsville — a trip that'll take you ten days on foot — I managed to kill a buffalo, a vulture, two bounty hunters, a trapper and a red indian. Onviously the Wild Bunch aren't the only murderers in this game!

There are three levels of difficulty, and the game is extremely difficult at its hardest level. Dying is easy — you can drink too much in the saloon *(Typical! Ed)*, die from exposure up in the mountains, get scragged by all sorts of wandering weirdos on your journeys between towns, or just get shot up in the street by the Wild Bunch.

Overall, though, it's a text adventure — don't look for any wildly exciting graphics. On the other hand, it's an absorbing game ... and what do you expect for £1.99. I really can't say anything other than I was pleasantly surprised and thoroughly enjoyed my jaunt into the Wild West of *The Wild Bunch*.

Graphics
Playability
Value for Money
Addictiveness
**7**

# THE ☆ WILD ☆ BUNCH

YOUR SINCLAIR MEGAGAME

# BOBBY BEARING

**The Edge/£7.95**

**Phil** A quick glance at this game and you immediately think of it as a *Gyroscope/ Spindizzy/Kirel* clone. Well, aren't you the little games expert, then! Actually, you're wrong. It happens to be a similar *style*, but in no way is it in the same nesting box at all, petal.

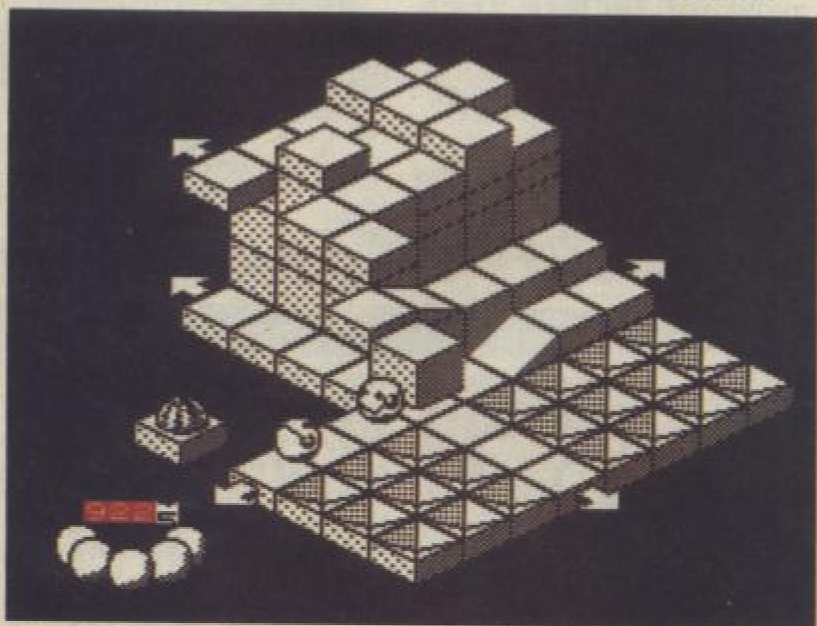
You are, predictably enough, Bobby Bearing, a spherical (no ball gags, puh-leez) droid, charged with retrieving his buddies. Through some painful twist of plot, all your chums are scattered around the 3D viewpoint maze, and it's up to you to shove them along from behind (Ooo!) until they're safely back in the recess from whence they came.

As you can probably picture, shoving a smooth metal ball along with another smooth metal ball isn't the easiest task in the world. Yup, like all the best games it's easy to learn, but **$%!! hard to play. To make it not just annoying but plain intolerable, there are a host of hazards to contend with. Evil black droids lurk in cubby holes to bounce you, magnets and switches divert you and activate lifts out of turn. And worst of all, platforms pound some intersecting corridors like steam hammers — you have to time your passage very carefully indeed if you don't want to get squashed flat.

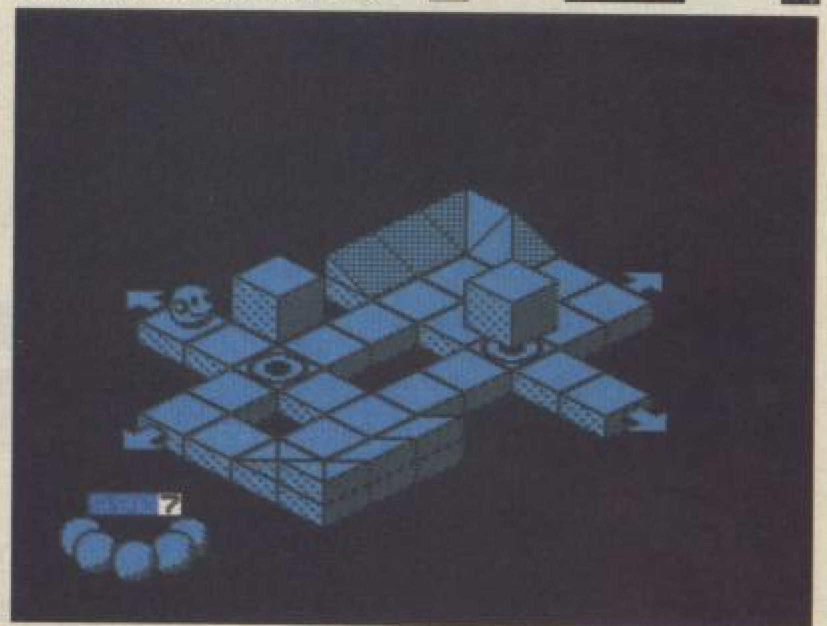
The graphics on this game are brilliant — they delight the viewer, and entertain as much on their own as the gameplay itself. Bobby's movements are very realistic, and his mobility and inertia, considering he's a fictional droid, are fascinating to watch. In fact it's so nice to look at that you spend most of the first hour just watching what the program can do — blow playing it!

Just when you think you've seen 'em all, something rolls around the corner and taps you on the leg and trills 'Hi, I'm a new and totally original game called *Bobby Bearing*. Buy Me!'

9



This room is an important intersection between all the naughtiest bits of the maze. Always remember, and this goes for other platforms too, roll your buddy across the junction first. If you get squished you'll return to the door of the room, but if your buddy cops it he could well disappear into a fresh part of the maze. And you wouldn't want to have to search around for him again. Down leads you to the first buddy location, left to the route back to your recess, and up to the rest of the maze.



This pair of lifts present the biggest problems in this game. First you roll around the one on the intersection so it doesn't squish you. Then roll up the ramp behind it to activate the hidden lift on the track beyond. That'll then lift you up onto the next level. Roll up to the intersection lift and time your exit perfectly (you can get squished on lifts too!). Then roll back onto the upper platform and you're on your way.

**Artic/£1.99**

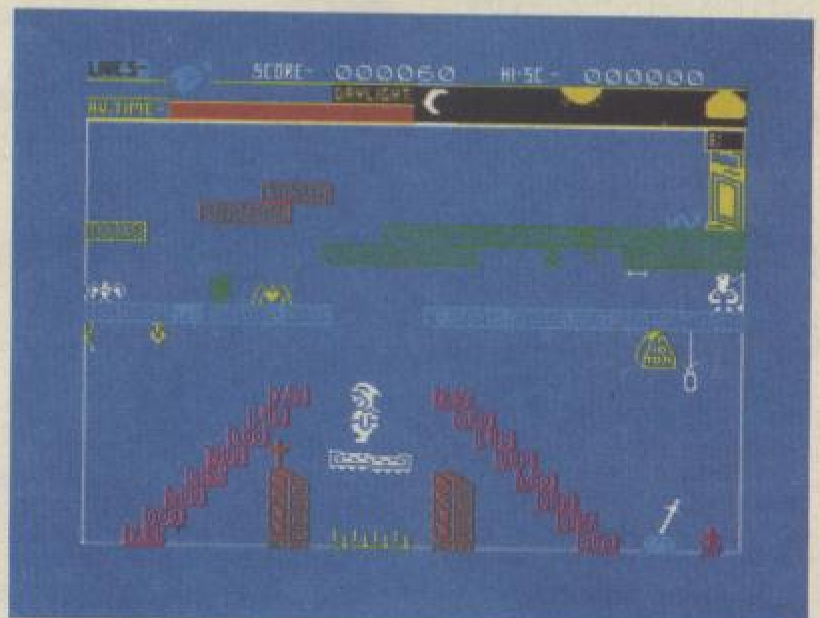
**Rick** Artic may have vamped up its new budget software label, Antartic, with the release of a new title in the hope of taking a byte out of Mastertronic's market. It makes a big deal of the new packaging — but if the cover of The Master is anything to go by then Antartic may well leave you cold.

As for the game, it's a multi-screen arcader with the emphasis on platforms. Jasper, who has a penchant for watching horror movies, has fallen asleep during one. He awakes to find himself trapped within a world of film horror. Spookey! His only escape is to play his way through seven platform screens before the ultimate confrontation with The Master on the eighth.

As Jasper, to reach The Master, you must collect the correct number of Holy Crosses, and that's not easy as they have a tendency to transform into symbols of evil. Along the way, secure in the knowledge that, like the coolest of cats, you have nine lives, you'll need to zap numerous aliens (though they can't all be killed) and avoid a barrage of missiles. Once you've defeated The Master five times (yawn) it's back to the fray, though in a new form, to vanquish the vituperative vampire. On your journey you'll be tempted, Alice like, to press certain buttons which may or may not help you. Either way, complete the task before midnight (you'll see the daylight seeping away on-screen) or you'll end up with a right pain in the neck.

As you can probably tell, the game relies heavily on repetition and persistence — I mean, you have to fire and jump like crazy to get through the screens. If that's the kind of game you like to get your teeth into, fair enough — but I'm sure you'll find as good elsewhere, even at this price.

Graphics
Playability
Value for Money
Addictiveness




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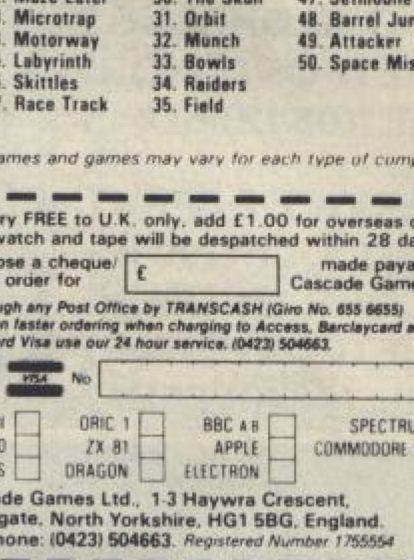
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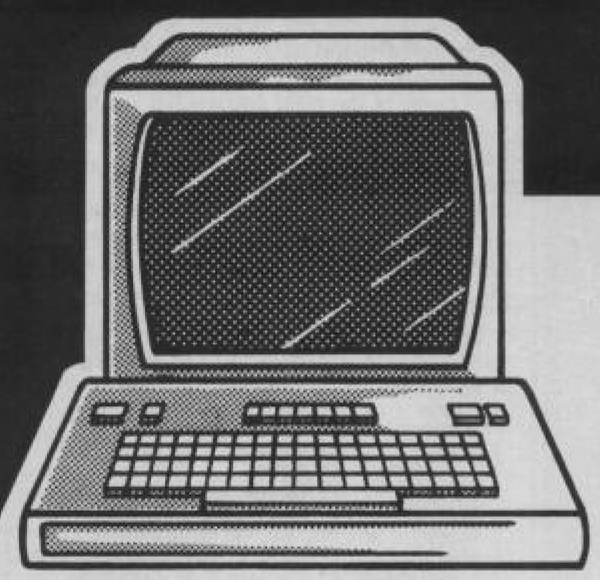
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# WORLD CUP CARNIVAL

**US Gold/£9.95**

**Rachael** How kind of the Ed to let me, an ignorant girly, review this football program. After all, I'd never even realised that the World Cup is a five-a-side contest. Then again, maybe things were different in the 1984 World Cup — the copyright date you'll find on the packaging if you look very, very hard. The holes in this game are so wide you could drive an Artic through them.

In fact this is an Artic game that wasn't even highly praised in its own day, enhanced and re-released. Load it up and you'll find that despite the practice mode, which has no practical link at all to the soccer simulation, at heart this is still the same mediocre game it always was, and that's still available, unenhanced, both at a budget price and as part of a compilation! Alternatively there's always Ocean's far superior *Match Day.*

Practice consists of Taking and Saving Penalties and Ball Control. These are Daley Thompson type games with spartan graphics and slight control problems. Somehow it decided that I needed more practice and I was forced to reload because I couldn't break out of a purgatory of Penalty Kicks.




Training allows a one or two player single game while World Cup commits you to becoming Bulgaria, Outer Mongolia or A.N. Other and playing the full competition. Either way you'll discover a peril that makes my blood run cold. One team wears white, with the player in possession turning pale blue. This means that against a green pitch they are almost invisible! How can our lads in Brazil stand up to these sneaky tactics? And it's infectious; as players come into contact they defect to the other team's colour!

I suppose that the Ed thought I might like the wealth of posters, stickers and wallcharts and even a snazzy sew-on patch for my footballer-spotter's anorak... but I didn't! Maybe US Gold should go in for the souvenir market full time!

Graphics
Playability
Value for Money
Addictiveness
**3**

# SNODGITS

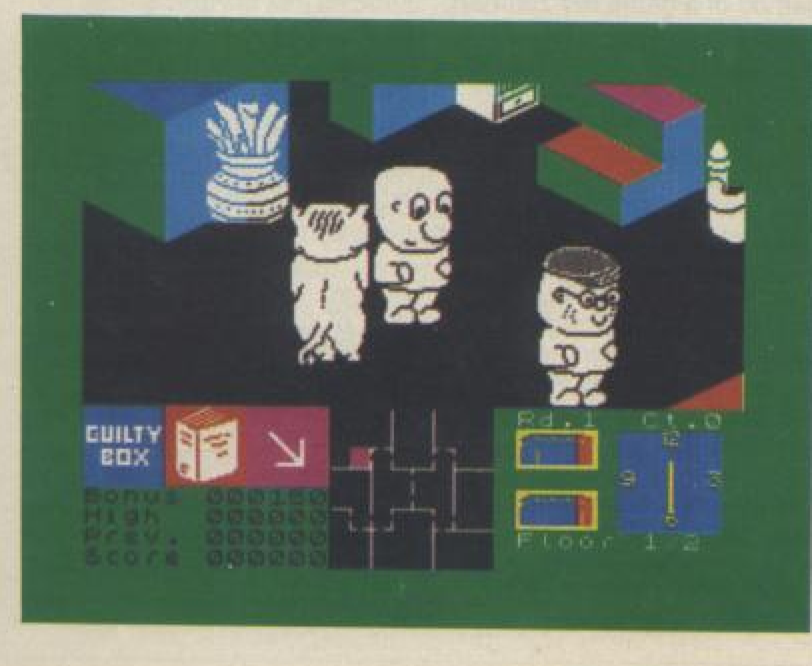
**Creative Sparks/£1.99**

**Rick** I thought Snodgits was the name of Bernie Winter's dog until I discovered Creative Sparks' latest cheapie. But no, it's a maze detective game with a hint of platform. It won't stretch your brain cells too much but as a sleuth spoof on Cluedo and all those Agatha Christies (with a soupçon of *Gremlins* thrown in for good measure) this gamette ought to raise a giggle, if not the roof.

There are five game locations — ranging from Mystery Mansions to Whodunnit Hall (geddit!) all on different parts of the tape. Here lives the frightfully awful (or is it awfully frightful) Snodgers — Roger, Daphne and Lord and Lady Snodger, who constantly order Benton the Butler. Whilst doing his menials, the genial but apparently lobotomized, Benton (well at least we know the butler didn't do it) (or did he?) tries to solve various house mysteries like who should do bird for stealing the turkey.

You're given a map of the whole house and a bearing, so you can track yourself and the target clue, to help you in your quest. *Snodgits* has BIG graphics to help the hard of seeing as well as some pretty impressive 3-D effects. All in all, at Whodunnit Hall it's hard to be a bodger of Snodgers, so go for it!

Graphics
Playability
Value for Money
Addictiveness
**7**







# IWO JIMA

**PSS/£7.95**

**Gwyn** Gung-ho heroics or a futile waste of life? In the abstract sense Iwo Jima, like all battles in all wars, was really the latter, but in the context of World War Two it was a major strategic move to secure victory in the Pacific.

Anybody who saw the Falkland's game will recognise the style. You have a set time, depending on level, to clear the island. Giving commands is eminently simple — it's all done with three keys — 1 and 3 scroll the options while 2 selects. There's no need to take units in the order they're presented, though this can become rather tortuous as you have to reject earlier units.

Limited information is important; you won't discover that field gun until you're right on top of it. It's a slow, methodical sweep across mainly mountain and scrub terrain with delays as you encounter heavily fortified positions.

While the small scale map means that everything is on screen all of the time, it also keeps everything fairly simple. As with its predecessor this could be a good introduction to the genre for any prospective arm-chair general though it's unlikely to provide established tacticians with a major challenge.

Graphics
Playability
Value for Money
Addictiveness
**7**

# THE FORCE

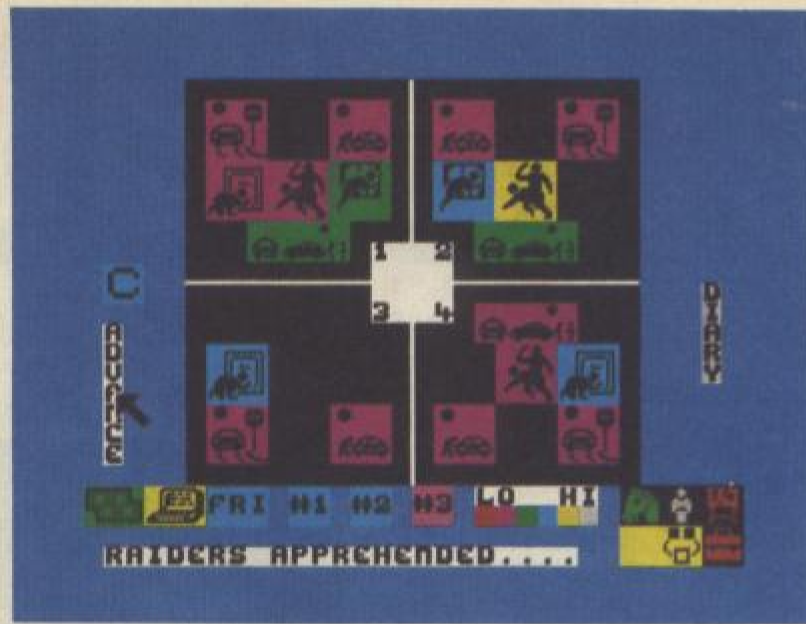
**Mind Games/£9.95**

**Rick** This is an icon-driven strategy game that simulates the duties of a newly promoted divisional superintendent (stand up straight when I'm talking to you!) and his attempts to deal with crime in Middletown, Middlethorpe. And, yes, it's a rather middling game. In TV terms it's nearer to The Bill than Starsky And Hutch as it attempts to get beneath the glamour to the nitty-gritty of a policeman's lot. Hill Street Blues without the jokes.

In many respects *The Force*, with its use of multiple maps, statistics and a barrage of facts to create a smokescreen of 'reality', is closer to war games and battle simulations. Well, you've heard tell of the 'war against crime'! But Mind Games emphasises that winning this fight (and so increasing your rating) has more to do with deployment and communication skills than the use of violence, hi-tech weaponry and machinery. Armed police are never called in, though there is always the Chief Constable's Reserve Foce for emergencies. But you're advised to use it rarely — its short term achievements will ultimately lose you community goodwill, your prime measure of success.

Mind Games has tried to combine reality with some sense of the moral responsibilities of policing but whether there's enough 'whizz bang, 'allo, 'allo, you're nicked my son' to make it a commercial success is another question.

*The Force* package includes three manuals — New User's Guide, Training and Local Information — that give you all the information you need to play. Essentially your division (one overall screen) splits into four sub-divisions (a screen each) which in turn is split into four. Each sub-division has its own character (whether suburban, inner city and so on) and peculiar crime problems. From your seven resources — Bobbies on the beat to Crime Prevention Officers — you have to allocate the appropriate forces to deal with the crimes revealed on the screen.




It may sound simple but, like chess, you can move your men without being too sure what the opposition is up to. The more you play, though, the more you'll suss things out.

To complicate things even further there's a diary screen that informs you of special events during the week, ranging from royal visits to flying pickets. At the end of each week there's a traffic control exercise and your final weekly rating is a combination of this, community goodwill and the new crime statistics.

Definitely a game for those who want to test brain muscle rather than reflexes, especially if you've plenty of patience. But plod on, Plod, it's worth it. And good night, all.

Graphics
Playability
Value for Money
Addictiveness
8

# PENTAGRAM




**Ultimate/£9.95**

**Phil** Once again, that 'perennial', not to say 'darned persistant', hero Sabre Man has his eye on the next Ultimate adventure. (Well, they say the Devil finds work for idle Sabre Mans!). With just a magic wand and a few spells for company, he schleps into this latest maze hooded, as a true neophyte, in his chintzy shimmering blue robes, in search of the ancient Pentagram. Exactly why he might want the Pentagram in the first place is a little unclear, as the instructions to the game are shrouded in Ultimate's rather confusing 'poetry'. But want it he does, and in order to get it he must retrieve its four sections, and combine them in the correct way.

You have the now traditional left and right keys to rotate your hooded Sabre Man so he's pointing in the right direction, plus other keys to walk forward, fire, and jump. All this rotate-and-walk business is an annoying way of controlling a character, not to mention flippin' slow as any *Asteroids* veteran will tell you! Not too good if you're in a tight spot, with a spider chasing you while you're struggling around to point the right way for a quick exit. It would've been far better with the four direction method of a game like *Batman*.

You'll face many and varied hazards in your quest. But, by far the worst death-dealing creatures are the spiders. I'm not quite sure whether they follow you or not. Actually I think that it's just the way they whizz around... that and the fact that they're invulnerable to your blasts. That *really* gives me the willies. One slightly odd feature is the dragon heads that seem content to sway from side to side in doorways — making timing crucial when exiting or entering a room.

I'm gonna level with you. There are a few reasons why I don't go overboard on this game. The 3D style arcade-adventure has its fans I suppose, and you know who you are, but the rest of us need the odd spark of originality in a new game before we go ga-ga. The gameplay looks a bit, well, *rushed* shall we say? And I really didn't like the way the baddies just fall gently from the ceiling like flakes of plaster.

I also found it irritating that the more stuff you see on screen the slower and more laborious Sabre Man's movements become. As this display problem includes the bolts you shoot at the bad guys, rapid fire is out of the question. Still, having said all that, of its type it's not bad. Provided you're persistant, the puzzles are challenging enough and almost anyone will enjoy solving them — eventually(!).

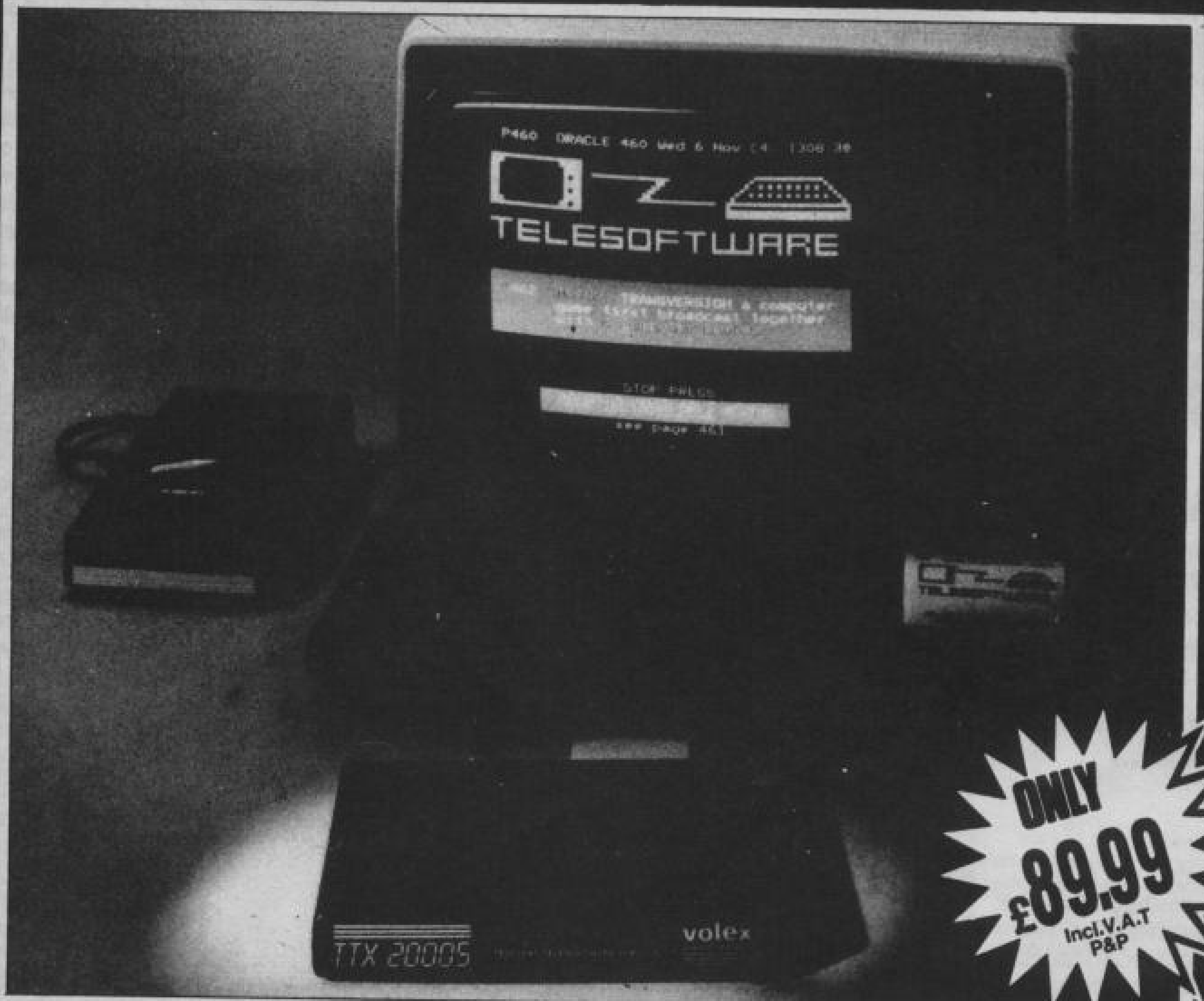
Graphics
Playability
Value for Money
Addictiveness
7

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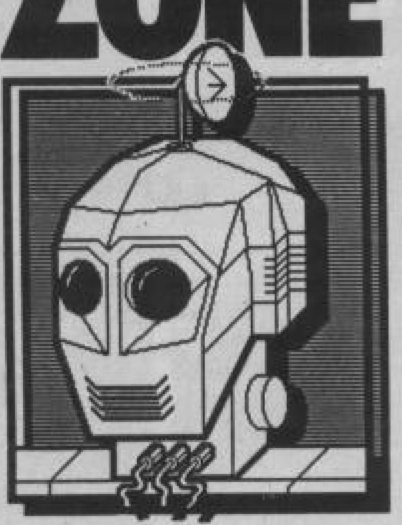
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# HACK FREE ZONE



**Blah blah blah Hex Loader... blah blah arcade hints... blah blah Hex's Heroes blah... blah blah my little toasted teacakes blah blah...**

Phzzzt! Click. Bzzzzzt. Hello. (burp!) Sorry, I haven't quite got over that Mexican I had last month. What's that? The chilli? Nah, stupid, the chilli never arrived, so I ate the waiter.

I love the Summertime, don't you? Yeah, the warm sun on me silicon, the breeze wafting gently around my casing, the birds tweetling contentedly in the softly waving treetops meeting my audio receptors... Well, if ya gonna wax, wax lyrical, that's what I say. And this 'ere's full of wax.

Nowww! The moment you've all been waiting for. At least those of you who are waiting for **Ben Hunt**'s final solution to *Monty On The Run*. Here you are then chummies.

**"Go back to Pie Are Square and jump into the teleport. Go down the rope and jump off the left end of the platform at the bottom of the rope and get that purple item. In the Hall of Jow-an don't go on to the lift, as it needs to be mended. The next lift's okay. When you're at the bottom of the last green room, try treading on the white button if you want to go up in the world. Left, down and right from that room is a hard one. To get the item at the top, wait at the entrance until the pudding bowl has gone back. Then go to the top of the green rope, not standing on the yellow platform. When the pudding bowl has gone left and the bubble is going up, jump right twice. To get back jump over the bubble.**

**"In the sewage works follow this route from the first pipeline room. Left, left, up, down, right, bottom left, left, down, left, through teleport, down, right, bottom left, left, down, left, past teleport through to: The Ultimate Experience. Use 'up' to fly. Try to get all the items — these are the hardest. There are only three rooms of this but boy are they tricky.**

**"When you get to The Tree Stump, go right and up twice. You'll come to a room with a petrol can marked 'P'. Get that then go back down and left. Now edge to the left hand side of the screen because through there you'll find Drive Sir Clive's C5. This is a doddle but your acceleration is very powerful. You can shoot right through the second screen at top speed. The rest is simple. Then you come to Das Boat. Go down and left until you come to the end where there's a key. Get it. Then go back to the non-moving head and chuck your grenade at it.** Thanks **Ben Hunt**. A truly mega-solution.'

Next, my splendid little chilli burger (bluoorrp! oops!) **Glen Robins** and his little relish buddy, **Mark Ruttle.** Pow! Blat! Boffo! Wham! George Michael! It's the first ever *Batman* tips, batpickers. Over to Gotham City (Reading, Berks ackchewlee!) for the latest news...

**"I bought the game of *Batman* on Friday the 2nd May, and we completed the game on Saturday 10th May, at 3.45pm, with a score of 8,572, having collected all seven parts. At the end of the game you get a pic of Batman surrounded by the baddies and the message 'Batcraft Complete'. To complete the game, once you have all the seven parts, find the room where the pieces are all assembled on two stump like posts. Use the parcel to jump onto the Batcraft, move to the front of the car and push onto the front of the cockpit. The tune will play, and that's the end of the game.**

**"In the boots room, you can avoid the henchmen very easily using the following method. It is possible to balance on the edge of the blocks and walk past them, without touching. In order to get back use the same technique. Familiarity with the game is the key. Make a map..."** Or look at the one printed last issue! **"... so that you can find your way to the launch pad. If you don't know your way around, it's easy to get lost. An' that's it!"** Brilliant, mega-chummies. If you're not the first to finish the game, you're the first to have their tips printed in the Hex Loader Ego Free Zone. Frrrrrrp! Whrrrirp. Ting! Brrrrrrrrr.

Dan-diddly-an-dan-dan-daaaaaan! An' now, Zoners, Hex Loader proudly presents the final solution to *Riddler's Den*. Take it away, my little fruit bun, **Wander Koldewyn** of sunny Holland.

**"Drop everything in the Bank room, and put the lighter in pocket 4. Get the lamp and use lighter. Drop in Bank room and put jar in 4. Get power in 3. Pick up pillow and lamp, duck and rope. Go and walk over the hole. Drop the lamp and duck out of your way, and drop the rope under the exit. Put flute in 4 and get gem and 1 amp fuse. Stand above rope and use flute. Drop flute out of harms way. Drop gem in Bank room. Put lighter in 4 and fuse in 3 and get jar. Go to Yellow Dragon, drop jar and press use. Drop lighter out of way and get half coin and pliers. Drop pliers in Bank room and get other half coin. Put silk coat in 4 and pillow in 3. Go to bull and use. Drop silk coat out of way and get plinth. Drop coin halves to make a (w)hole** (chortle) **near money bag. Get both money bags. Then kill 4 trolls. One with sword, axe, sword and shield, axe and shield. Get plinth, blue statue, tooth and pliers. Drop plinth under blue statue and use pliers on tooth in Blue Dragon room. Get gem and go right, go back and go up. There you are, finished!**

**"Oh, by the way, use pillows when necessary and drop gems, tusk and money bags in Bank."** Thank you, Wander. You know, I'm really impressed by my little Dutch chummies. Their grasp of English is better than mine... Waitaminit! That makes me v-e-r-y insecure! (pause while Hex throws a small tantrum) Waaaaah!

**Paul Hanley** of Northampton (lot of games players in Northampton these days, keep it up folks!) has this to say about *Match Day*. **"I beat the computer 29-1 in a 5 minute game and I did it without a joystick!!!"** (*!!!*) What *did* you do, play with your nose? Sorry, do go on. **"How did I do it? Well I watched the computer players over and over, and finally found it's weakness. It's possible to score beginning at the centre spot with only three passes! Plus, when played correctly it's very hard to defend and only takes three mins!!!** (*!!!*) **I have found *the* strategy to win. Press arrow and kick together. Immediately you've kicked it, keep your finger on the arrow button. The ball will bounce off the opposing centre forward's head but continue on its journey. Get under it and let it bounce on your head until all your players are stationary. When they are, let the ball drop to your feet. Kick the ball along the floor to the player at the bottom of the screen. Run him towards the sideline and goal at a 45 degree angle. Just before the opposing mid-fielder approaches you press arrow and kick. The ball will go over his head and to the feet of your winger. Run the ball towards the by-line. Suddenly run straight up. Then all you do is run it in to the goal. If you kick it, the goalie may well jump up and save it!!!** (*!!!*)" And that is *all* you have to do!!! Piece of cake. Even Peter the Printer could do that, eh Pete? (*Brrt! Yep! — Peter the Printer*). Soooo. That's about the size of it f'now. Keep those letters and photos a comin'. Even though I've got a pile of mail up to my buss, I need more tips. I'm a tipsamaniac. Oh yes I am! (Oh no you're not!) Oh well, as they say in gay Paree... Click. Bzzzzzzzt.

## HEX'S HEROES

Bzzzt. Phzzzt. Chitch. Plink. Brrrrrrrr. Ping! Ah, the old songs are the best. Still, enough of this frippery, on with the Heroes. yes, those fluffy, wriggly, squirmy things that go "Blozzle" in the night.

The first one I caught under my bed was **Andrew** "Elite" **Cope** of Exeter in Devon. He has the bare-faced temerity to slouch there an' tell me he's gotten 841,320 on *Bombjack*. Hah!

The second one I caught, looking like a piece of fluff from your navel was a gentleman called **Henk van Versendaal** of (yep!) Holland. He finished *Frankie Goes To Hollywood*, and was proffered the message "The Game Ends... Your Fantasy Begins!" Ahem! He also sent me a pic of him and his wife.

**Carl Barker** of Winchester (peeoww! Indians! Ftt! Brrr!) has s-s-sent me a n-note saying he's completed the *Max Headroom* Game. Well done. Apparently Max Headroom is some kind of computer generated TV personality. Really. Never heard of him.

Click. Phffft. Bzzzzzz.



Andrew Cope
*Bombjack*/841,320



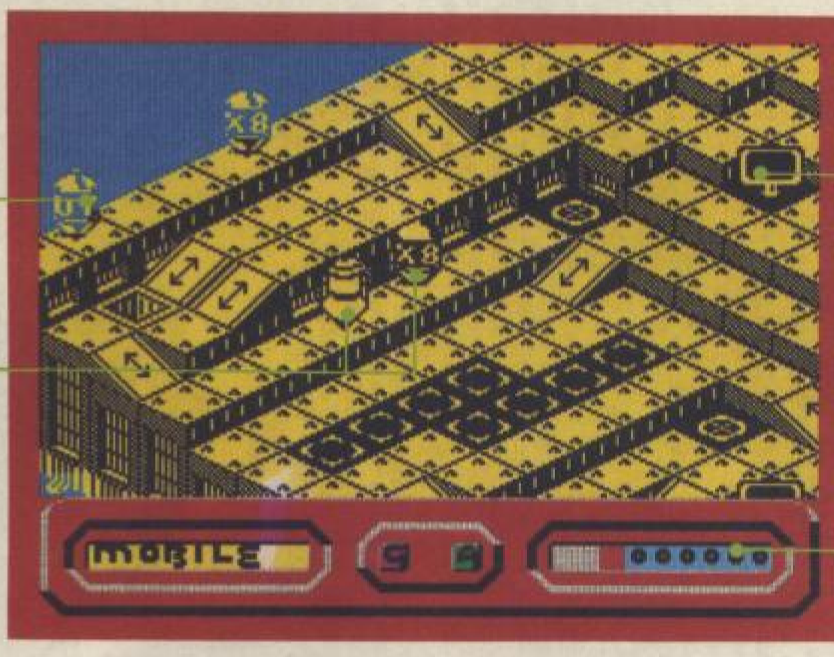
Henk van Versendaal
*Frankie*/Finished



Carl Barker
*Max Headroom*/Finished

# QUAZATRON

**Hints zapped by Turner Compton, Hants.**




You can push certain types of droid off their courses and over the edge of some levels, especially if it is a split level. Once again you need to have equal points to the droid you want to push.

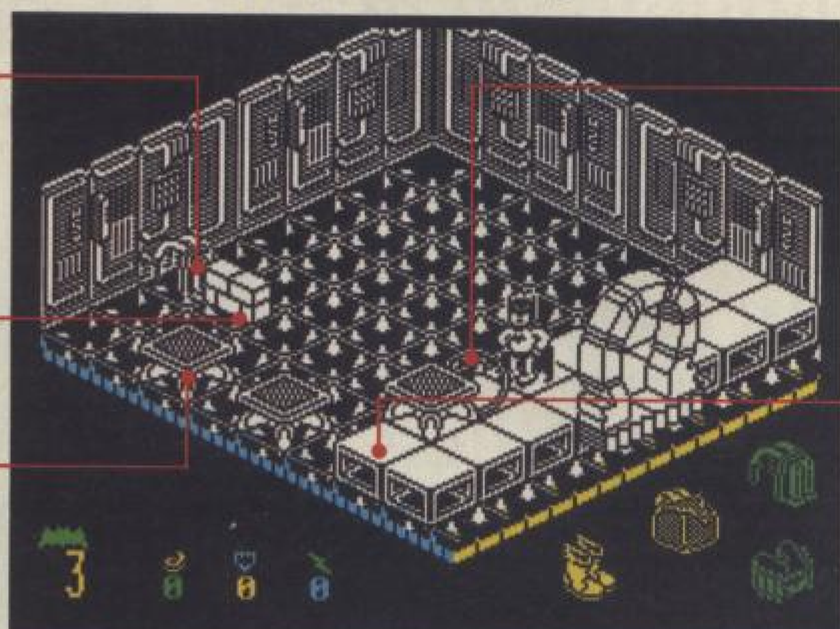
The best way to kill droids, and indeed the only way to really get on in the game, is to grapple with them. The only thing is that in order to win a grapple you must have a few points to start with, 'cos that is what you're playing with.

Use the terminals. They can give you information about the location of the nearest lift, handy in a tight spot. The computer can also inform you about certain droid strengths, and what sort of equipment they carry. Disruptor Shields are the most handy bits to look for. You can survive on the harder levels with a gadget like this.

To accrue points to build up your strength, shoot as many droids on the safer levels as you can. When you've wiped out an entire level of the City, you stand a fair chance in a grapple with the higher level robots and cyborgs.

# BATMAN

**Batclues supplied by Bruce Wayne, Gotham City**



You need the Jetpack to negotiate the next room, and the floor is electrified. What do you do? The Stepping stones are too far apart, and when you touch the sphere it rolls off out of control.

Jump onto the ball, jump onto the wall and walk along to the jetpack. I think it's probably easier to waste a life than try to make the return journey. You get to keep the jetpack anyway!

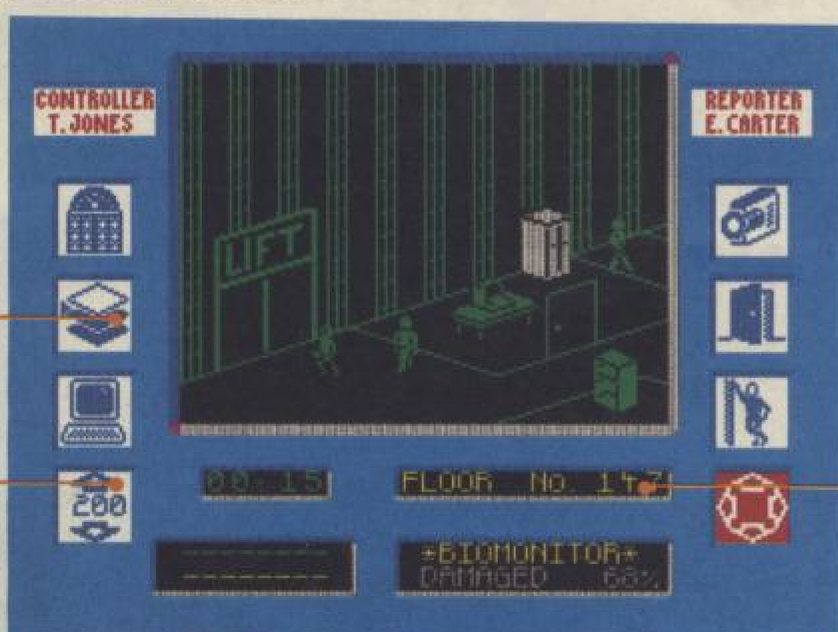
Do the same with the next table, walking as if you're going to go over the edge but jump at the last minute. Then you'll see why you shoved the glass ball over here... It bridges the gap between the table and the wall.

First push the glass ball towards the table on the platform. When it touches the table, move around it and push it onto the floor. It will roll across the room and stop by the wall in the right position to jump on.

Next walk down to the bottom of the screen and start to walk off the edge of the safe platform. Just as you are about to fall onto the electrified floor, *jump*, and soar over the gap. You will just catch the edge of the next table with your toes.

# MAX HEADROOM

**H-h-hints by Malcolm Gant, Dundee.**




The best way of setting the lift security codes is to use the game preview in issue 4 of *Your Sinclair* (getcha back issues here!) and study the links from the pad at the bottom to the LED lights in your own time, then memorise the pattern you will need to set on the pad.

At the outset of the game, you must set the E code on the lift security system. This will take you to floor 200, and once there you can tell the other lift to go further up the building using codes 1 to 9 for floors 201 to 209.

● The directors' Hex codes appear to be on random floors, but here are some common sets I've found which may help you:
Board of Directors: 5D 6A 9D 45
Presidential Code: 18 40 F7 65

It is possible to break all the security codes on all the floors at once, but if you do this you can forget which floors you have searched and get lost. Only set the code for each floor once you exit the lift. Bear in mind that floors below 200 cannot be placed under your control.

**Send your hack free game hints to Hex Loader, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.**

# A REALLY RATHER BIG COMPETITION (as competitions go!)

**In fact, as competitions go, they don't come any bigger! We're doshing out an awful lot of absolutely amazing prizes (532 to be exact) including games, T-shirts, games, books, scarves, games, joysticks, interfaces, games, posters, sweatshirts, records and yes, even more games! Now d'you believe us when we say BOG! *(Er, shouldn't that be BIG? Ed)***

**Being rather shy and retiring *YS* is not one for blowing its own trumpet but our Megacompo is a bit of an exception so okay just this once . . . Ta-Daaaaaaaaaaaaaaa! We're offering, or rather US Gold, Ocean, Martech, Melbourne House and the rest are, a more than modest assortment of goodies. And it's a dead cinch to enter. Just fill in the correct answer to each question against the appropriate number — you can enter as many or as few as you like. And even better, you've got the chance to win the whole lot — each time an entry is pulled out of the Ed's hat (he's got a very big head) in it goes again for another bash. Simply clip round the coupon, or a photocopy, and stick it to a postcard or the back of a sealed envelope and whisk it off to A Really Rather Big Competition (as competitions go), *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.**

**1** Da da, da da, da da, da da Batman! Holy smoked kippers, Ocean is offering 20 copies of its new number one game *Batman* plus 20 posters featuring the Caped Crusader to *YS* readers. It's into the batmobile to save Gotham city but Batman's forgotten the name of the Police Chief. Which one do you reckon is right?
a. Hannah Gordon?
b. Gordon Moron?
c. Commissioner Gordon?

**2** Take your pardner by the neck and swing him round till he hits the deck. Then say KWAH! If you're wondering what the hell we're talking about — tough 'cos we don't know either. Only kidding, it's actually Melbourne House's new releases *Rock'n'Wrestle* and *Red Hawk* and lucky you lot have got the chance to win one of 25 copies of each. Giant Haystacks is one famous wrestler; now name the other one. Is it:
a. Big Mummy?
b. Big Kevin?
c. Big Daddy?

**3** Bandits at a quarter to seven! *Biggles* is here and Mirrorsoft's offering the soundtrack of the film, ten T-shirts and ten Biggles scarves. All you have to do to get your mitts on these spiffing prizes, chaps, is answer this easy-peasy question. What is the name of Biggles' best chum. Is it:
a. Ginger Beer?
b. Ginger Hebblethwaite?
c. Ginger Rogers?

**4** How does a quick *Pyracurse* in the *Quazatron* grab you? Thought that would tickle your fancy. Lucky ol' you can get your hands on both 'cos Hewson is doling out 20 copies of each plus 80 posters. Right then there's the brain teaser — who was famous for his/her tickling stick? Was it:
a. Ken Dodd?
b. Ken Livingstone?
c. Kenny the Kangaroo?

**5** Addictive's new release *Kirel* really is addictive. It's a 3D puzzle in which the cute hero Kirel dashes around in an attempt to defuse the bombs without getting zapped by the various lurking monsters (lurk, lurk). Real explosive stuff. If you can tell us who tried to blow up the Houses of Parliament on November 5th you're in with a chance to walk off with one of ten copies of *Kirel* and T-shirts. Was it:
a. Guy Fawkes?
b. Guys'n'Dolls?
c. Guy the gorilla?

**6** Ooooooooooooooooo! Spoo-key! That's Elite's new game *Ghosts'n'Goblins* featuring all sorts of demons, zombies and fire-spitting crows. If you fancy being scared out of your wits have a go at winning one of ten copies of the ghoulish game — there are also posters up for grabs. Who wrote the original Frankenstein story? Was it:
a. Shelley Winters?
b. Percy Bysshe Shelley?
c. Mary Shelley?

**7** So you want to be a whizzo games player but you haven't got the right equipment. Well, we've got just the job for you mateys. Five super-duper mega-amazing Kempston joysticks that'll have you zapping everything that moves. But there's no point in jumping for joysticks 'cos you'll have to answer this 'even a moron could get it right' question first. Who coined the phrase 'stick 'em up'?
a. Margaret Thatcher?
b. Dick Turpin?
c. Mae West?

**8** A joystick without a joystick interface is like a mouse without cheese and Sam Fox without . . . well we won't go into that! Anyway here's your chance to pick up a switchable joystick interface that'll work with almost every make of joystick. Datel is offering five of these delectable devices to the first five out of the bag with the correct answer to the following question. Who made the first flight in an aeroplane (joystick — planes, geddit? Please yerself). Was it:
a. Orville Wright?
b. Keith Harris and Orville?
c. Orson 'probably the best lager in the world' Welles?

**9** You spin me right round baby right round like a record baby right round, round, round! And this'll send you reeling too! Electric Dreams is giving away 20 copies of *Spindizzy* and 25 posters. Cor! First you'll have to answer a pur-eety difficult teaser but don't get your knickers in a twist. Just tell us who sang *Twistin' The Night Away?* Was it:
a. Sam Cooke?
b. Sam (wahay!) Fox?
c. Uncle Sam?





Photograph: Liz Heaney

10 Heavy, heavy heavy! How d'ya fancy a copy of Gargoyle's giga-game, *Heavy On The Magick* and a poster? You would? Well, we've got 20 sets up for grabs but only if you're a real clever dick and know the name of the occult expert, devil worshipper and member of the order of the Golden Dawn who inspired the game. Was it:
a. Aleister Crowley?
b. Lesley Crowther?
c. Leslie Ash?

11 If you like 3D games full of puzzles and high speed action you'll love *Bobby Bearing* from The Edge. You'll also love the prizes we're offering exclusively to *YS* readers. 15 copies of *Bobby Bearing* and 15 *Fairlight* T-shirts! All you've got to do is tell us who played the character Bobby in Dallas. Was it:
a. Patrick Macnee?
b. Patrick Moore?
c. Patrick Duffy?

12 Ariba ariba. Itza World Cup here in Mexico and we've ten copies of US Gold's new game, *World Cup Carnival* up for grabs. We also 'ave ze very, very sweaty sweatshirt with ze US Gold logo emblazoned across it. If you like ze idea of zis, answer ze question. Which of these ingredients is used in the Mexican dish Chilli Con Carne?
a. Kidney donor cards?
b. Kidney beans?
c. Kidney stones?

13 Captain's log: Star Date 10.12.2000. Martech's new game *The Planets* has beamed on board the Starship Enterprise. Bones assures us it's not a dangerous organism and Spock says it's all highly illogical. How'd you like to take it off our hands? Martech has five copies plus five copies of *The Planets* book awaiting matter transportation to *YS* readers. Just tell us my favourite instructions to the Chief Engineer. Kirk out. Is it:
a. More Scott thrusting?
b. More thrust Scotty?
c. Scotty you're warped?

14 Hold a chicken in the air, stick a deckchair up your nose . . . And when you've done that have a bash at winning a poster sporting Ronald Raygun, Maggie Snatcher, Mick Jogger and ol' Sir Clive. Domark is offering 100 of these *Splitting Images* posters plus five Speedking joysticks 'cos it reckons you're gonna need them to play its new game. In the Spitting Image chart topping Chicken Song which language do you have to learn?
a. Hindustani?
b. Bangladeshi?
c. Arapahoe?

## • REALLY RATHER GOOD RULES

**Employees of Sportscene Specialist Press, Datel, Melbourne House, Activision . . . and the rest had jolly well better not try to enter — if they know what's good for them.**
**Entries must reach us by August 31st or you'll end up with nowt! Don't meddle with the Ed, even though he enjoys it.**

## NOW THAT'S WHAT I CALL A MEGACOMPO 2!

**What d'you take me for, an idiot! I know all the answers and here they are to prove it:**

Q1... Q2... Q3... Q4... Q5... Q6... Q7...
Q8... Q9... Q10... Q11... Q12... Q13... Q14...

**Name** ..................................................

**Address** ..................................................

..................................................

..................................................**Postcode** ..................................................

***Right then, cut out the postcard, stick it on the back of the photocopy with a sealed coupon . . . oh, you know what to do by now. Just bung your answers in the post to us at A Really Rather Big Competition (as competitions go), Your Sinclair, 14 Rathbone Place, London W1P 1DE. Really rather good, what!***

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YS/8/86

# HACKING AWAY

CHRIS WOOD RETURNS WITH THE LATEST IN HALLOWED HACKS.

*Yep I'm back — you can't get rid of me that easily, though I'm only standing in for ZZKJ while he has a little break. Writing two columns of Hacking Away has all been a bit too much for him — I dunno, some people have no stamina.*

## SPELLBOUND

*Anyway while I'm here I might as well grovel a bit and make my apologies to* ***Andrew Brown*** *about the absolute pig's ear I made of his POKEs for Spellbound in the May issue of YS.* ***Mark Stewart*** *from Derbyshire sent in a corrected version but according to* ***Spencer Stevens*** *from Harrow the corrected version doesn't work properly either.*

*Spencer reckons if you use the POKEs you can't use the Fumaticus Protectium spell that's vital if you want to finish the game. This little routine stops you or any other character from snuffing it although you can still be killed in the Little Bottle and The Gas Room. Sometimes windows will appear when you should get killed. Simply press Fire and 'Z' to continue.*

```
1 REM IMPROVED SPELLBOUND
POKES BY SPENCER STEVENS
10 CLEAR 26060: LOAD ""
CODE 16384: RANDOMIZE USR
23296
20 POKE 35101,195: POKE
35102,59: POKE 35103,106
30 RANDOMIZE USR 26627
```

*On the subject of cock-ups I also made another boob in the Locomotion and Frank Bruno programs in the same issue. In both programs you should change the 'READ A' in line 20 to a 'READ S' and hopefully they'll work properly.*

## GERRY THE GERM

***Carl Humphrey*** *from Hull has found a bug (or is it a deliberate feature?) in Firebird's funster Gerry The Germ. If you press the keys 'RVMN' and any direction key you go on to the next screen except the heart screen. Great stuff Carl.*

## ASTRO CLONE

*And now for someone completely different . . .* ***David McCandless Jnr*** *of Cambridgeshire. He's sent in a couple of programs, the first of them for Astro Clone. It'll give you 255 clones and make all the screens Asteroids, whatever that mean; perhaps you know what he's talking about. Leave out either line 70 or 80 but don't, whatever you do, leave out line 90. There's also a Checksum to keep you on the right track.*

```
10 REM ASTRO CLONE  POKES
BY DCM
20 CLEAR 25000: LET T=0
30 LOAD "" CODE 16384
40  POKE  23352,34:  POKE
23353,0: POKE 23354,94
50 FOR I=23357 TO 23393
60  READ  A:  LET  T=T+A:
POKE I,A: NEXT I
70 DATA 62,62,50,240,217,
62,5,50,241,217,62,0,50,2
42,217,62,255,50,201:REM
255 CLONES
80 DATA 33,80,211,17,81,2
11,1,11,0,54,20,237,176:
REM ALL SCREENS ASTEROIDS
90 DATA 42,0,94,233:REM
END MARKER
100 IF T<>4030 THEN PRINT
"CHECKSUM ERROR":STOP
110 RANDOMIZE USR 23296
```

## WHO DARES WINS II

*The ubiquitous* ***Andrew Brown*** *and his sidekick* ***Chris Boland*** *are back again with this short but sweet POKE for infinite lives and grenades in Alligata's Commando lookalike. Memory is very tight so I wouldn't advise you to add anything to this program. Run it instead of the Basic loader.*




```
10   CLEAR   24319:   FOR
N=23296 TO 23320: READ A:
POKE N,A: NEXT N
20 RANDOMIZE USR 23296
30 DATA 62,255,55,221,33,
0,95,17,0,161,205,86,5,48
,241,175,50,145,198,50,13
5,202,195,64,192
```

# HACK OF THE MONTH

## STARSTRIKE II

*Here's a mega-hack from the illustrious* ***ZZKJ*** *himself and it's for the absolutely brilliant Starstrike II by Realtime Software. I don't usually rave on about games but this one is technically amazing and all that graphical excellence is put to very good use. But on with the hack . . .*

*Type in the program and Save it for future use. Lines 140 to 160 contain each of the different POKEs — you can pick and choose those you want to use. Run the program. If it comes up with 'Checksum Error' you've made a mistake typing it in so you'll have to go back and check. If all goes well the word 'Hacked' will appear on the screen. All you need to do now is play the game tape from the start and it'll load normally from then on. Full warp, Scotty:*

```
10 REM STARSTRIKE II HACKI
NG PROGRAM (C) ZZKJ 1986
20 CLEAR 32767: LET t=0
30 FOR n=61554 TO 61634: R
EAD a: POKE n,a: LET t=t+a
: NEXT n
40 IF t<>8848 THEN PRINT "
CHECKSUM ERROR": STOP
50 FOR n=n TO 1e9: READ a:
 IF a<256 THEN POKE n,a: N
EXT n
60 PRINT '' INK 7,: INK 8:
 PRINT AT 1,0;"Hacked";: L
OAD ""CODE 23613
70 RANDOMIZE USR 1366: PRI
NT ''"ZZKJ": RANDOMIZE 1267
+USR 61554
80 DATA 118,205,162,45,127
,90,90,75,74,72,59,59,225,
17,150
90 DATA 240,6,45,26,203,65
,40,3,134,24,1,174,18,19,1
6
100 DATA 243,35,13,242,127
,240,195,95,52,244,195,80,
102,169,113
110 DATA 115,78,123,102,16
4,90,95,61,95,240,164,102,
115,98,69
120 DATA 61,146,82,61,121,
122,171,195,40 166,164,146
,53,195,43
130 DATA 52,175,119,194,52
,52
140 DATA 50,80,158,62,161,
50,125,131: REM INF FUEL
150 DATA 62,161,50,138,131
: REM NO LASER TEMP RISE
160 DATA 62,161,50,157,131
: REM NO SHIELD LOSS
170 DATA 195,192,255,999:
REM DATA END MARKER
```

## SAM FOX'S STRIP POKER

*Now to a huge program from* ***Marrin William Guy*** *who lives in Kent. If you're rather frustrated 'cos you've yet to get a glimpse of those rather grainy pictures of Sam's bodily bits then this routine will bring fast relief. Load, Save and Run the program — it has a checksum as it's so big. It enables you to press any key from 1 to 6 to get a sneaky peek at any of the screens. And, should you so desire, press 'S' to save it to tape in case you have an overwhelming urge to print them out — the pictures, silly!*

```
 10 REM SAM  FOCKS  STRIP
POKER  HACK  (C)  MAPTIN
WILLIAM GUY.
 20 CLEAR 65533: LET T=0
 30 FOR N=23296 TO 23535:
READ A: LET  T=T+A:  POKE
N,A: NEXT N
 40  IF  T<>29010  THEN
PRINT  "CHECKSUM  ERROR":
STOP
 50 PRINT  "START  TAPE":
RANDOMIZE 1267+USR 23296
 60 DATA 118,205,162,45,1
27,90,90,75,74,72,59,59,2
25,17,36
 70 DATA 91,6,204,26,203,
65,40,3,134,24,1,174,18,1
9,16
 80 DATA 243,35,13,242,13
,91,195,95,109,72,143,250
,126,102,169
 90 DATA 113,115,78,123,1
00,175,102,212,98,44,73,1
02,170,98,45
 100 DATA 73,111,160,169,
54,36,95,167,31,155,95,16
8,70,143,36,85
 110 DATA 199,127,212,220
,199,46,119,95,199,160,12
7,248,52,143
 120 DATA 199,244,26,211,
228,98,162,244,98,174,244
,98,166,244,104
 130 DATA 98,130,63,102,1
19,130,102,168,98,238,168
,102,199,98,231
 140 DATA 160,115,199,244
,143,52,154,95,102,61,127
,32,52,211,69
 150 DATA 181,169,211,228
,117,104,169,102,117,95,5
4,154,98,215,67
 160 DATA 146,202,67,117,
116,67,102,119,98,143,73,
102,163,109,166
 170 DATA 109,249,140,148
,102,177,109,166,158,137,
166,137,148,42,102
 180 DATA 217,109,166,109
,33,148,158,102,137,54,16
9,137,56,92,168
 190 DATA 39,115,114,78,1
24,108,195,95,69,154,143,
143,52,25,115
 200 DATA 190,128,99,195,
95,52,244,143,52,125,115,
190,128,124
 210 DATA 116,53,69,63,24
3,148,69,245,66,59,59,246
,52,125,52,244
```

WRITE TO: HACKING AWAY

14 RATHBONE PLACE

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All letters win a YS badge

# HARD FACTS

**Is your hardware getting you heated? Cool it 'cos *Steve Adams* is here with some helpful hints.**

**How do I connect an FX80 printer to my Spectrum? I also want to link a Hewlett Packard 9862A Calculator Plotter model 62 to the Speccy.**
**AC Jasper, Taunton, Somerset**

You can use the FX80 via a Centronics interface adaptor or if you've got an RS232 interface, via the Interface 1. You can then use the RS232 to operate the plotter as it's pretty standard.

**Help! My darn Speccy fails after two key presses and my friend's Speccy keeps coming up with big black squares. Also I don't know what key to press when my programs come up with (31*isp).**
**I Gurwitz, Israel**

I reckon your 16K of display RAM is faulty, giving the problems you describe. As for your friend, his Speccy's TR4 (ZTX650) has probably failed — tell him to try changing it.

**I think I've made a bit of a boob. I connected two terminals from my Spectrum's speaker to a set of larger external speakers. All went well for about six weeks but suddenly the Spectrum lost its voice completely. Not only that I'm also getting loading problems now. What have I done?**
**Jim Greensland, Andover, Hampshire.**

You've more than likely overloaded the ULA. Either change it or the two diodes in series with the speaker.

**Can you tell me how to get multichannel sound on my Speccy. I know it can be done 'cos *Fairlight*'s music uses multichannel sound.**
**P Miller, Crieff, Scotland.**

The answer's simple! The Spectrum only has one beep but if you change it fast enough it sounds like it's multichannel sound. You'd have to do this in machine code.

**Sob . . . sob. My Konix joystick has only one fire button and some games just have to have two. How can I wire another one in?**
**J Clarkson, Middlesborough, Cleveland.**

You can add another button by screwing a microswitch to the joystick's handle wherever it seems most comfortable. You'll then have to ask the interface manufacturer how to connect the wires from the joystick to the interface. Usually one goes to 0 volts and the other to an input.

**I want to buy a monitor to use with my Spectrum but I'm very confused about the differences between composite video and RGB connections. Can you please explain the pros and cons and the interface requirements for each?**
**Chris Cotton, Battersea, London.**

RGB stands for red, green and blue which are the three TV tube guns that produce the picture. If you connect the computer directly to these guns you get a better picture since you cut out the rest of the TV circuitry. Composite video signal is the same as the signal passed to the TV via the video modulator. It can be applied direct to a monitor or TV but it doesn't give such a clear picture as the RGB.

**When my Currah MicroSpeech is connected to the Speccy I can't get *Daley Thompson's Decathlon* to load. I've tried absolutely everything but nothing works. I'm at the end of my tether — can you help?**
**Michael McMurray, Glasgow, Scotland.**

I hope so. I think you should fit a switch to the A3 line of the speech interface to stop it going low. You'll also need to fit a 10K resistor on the Currah side of the switch to make it stay high when the switch is open. Best of luck!

**I'm having problems loading some games such as *Herbert's Dummy Run* and *Rollercoaster.* Do you think the problem's caused by my Lo-Profile keyboard, Interface II or my Spectrum?**
**Darren McLomas, Kirkintillock, Scotland.**

Well, this may not help, but it could be one of two things. Either you've got an early Spectrum that gives a different keyboard input to the later model 2's or the Lo-Profile cable is too long. The former is easy to fix as it's caused by bad programming — just ask for another tape. If it's the keyboard cable, however, you'll have to send it back to the manufacturer to be sorted out.

**Help! My Speccy's gone crazy. I switched my Spectrum on one night to play a game and guess what? The load key wouldn't work and neither would half the others. I tried adjusting the cables connecting the Sinclair keyboard as one had popped out and now none of the keys will work. What has happened?**
**Marvin Rodwell, Thorntree, Middlesborough.**

It sounds as if you may have broken the metal link on the cables. Try cutting across the bottom with a sharp knife (above the break) to shorten the cable and try reinserting it in the sockets carefully.

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**How can I connect an Alphacom 32 printer and Dk'Tronics dual port interface at the same time?**
**William Ivory, Edinburgh, Scotland.**

I didn't know there was a clash between the two interfaces. I reckon you should try changing the power supply.

**Oh where, oh where can I get printer paper for my Timex 2040 printer?**
**R Evans, Walsall.**

WH Smith's sell paper for the Alphacom 32 which is identical to the Timex. Hope that solves your little problem.

**Are peripherals such as the Currah Speech and SpecDrum available as a chip to fit inside the computer?**
**Robert Terry, Poole, Dorset.**

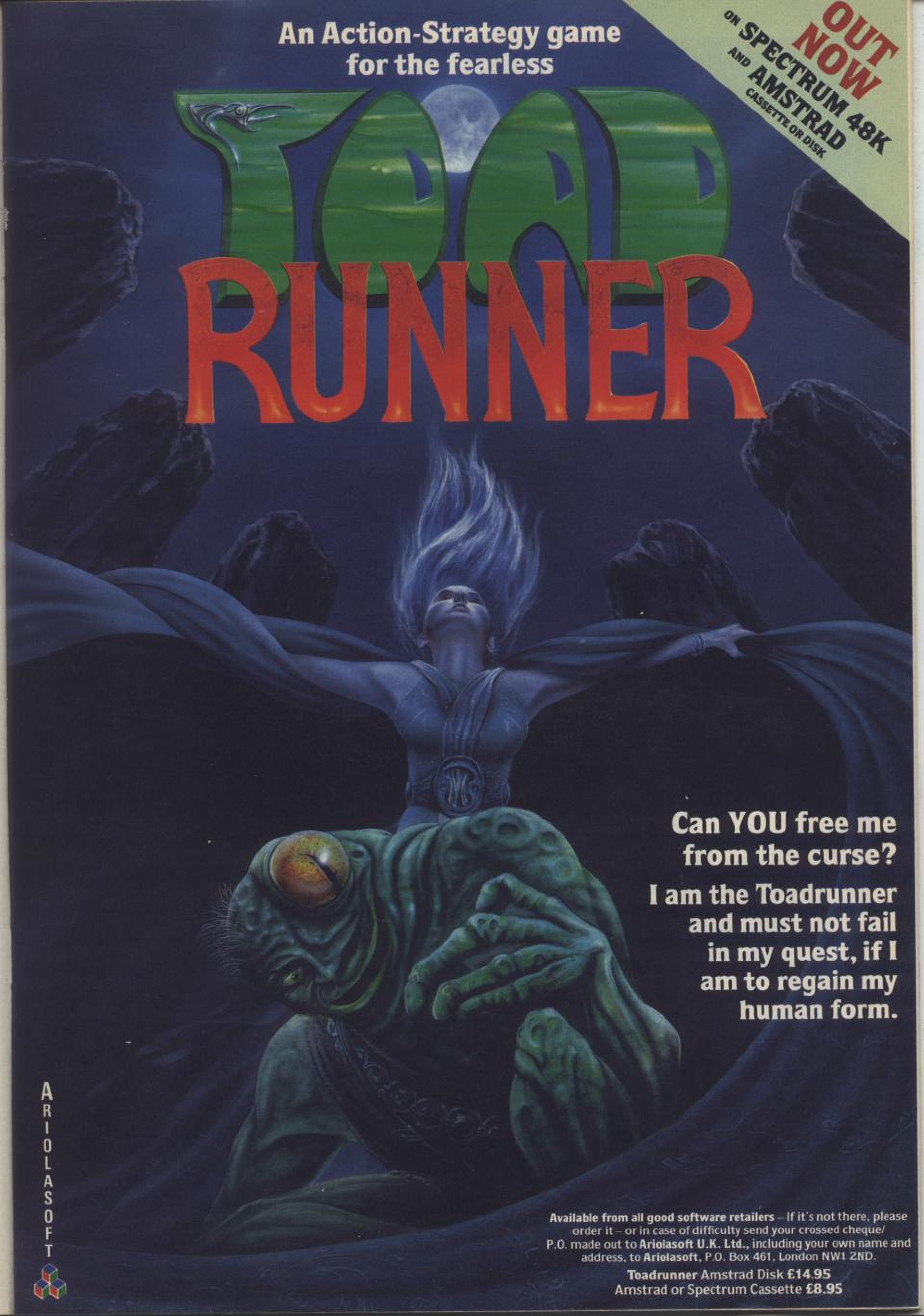
No, I'm afraid they're not available as chips. They both use different chips anyway — the SpecDrum uses a three channel sound chip and the Currah uses a standard SP025 speech chip.

**Is there any way you can produce Greek characters on an HR5 printer using Interface I and *Tasword?***
**Paul Gomaz, Athens, Greece.**

Well, you can write a small routine to print a graphic version of the Greek letter instead of a character using the control codes on the printer. (It won't affect *Tasword* as it sends the codes direct.) This requires eight bytes describing the Binary dots that make up the character to the printer, plus the set up characters. Use the bit mapped mode described in the manual.

**When I switch on my Speccy it prints up a load of 3's on the screen that last for ages. If I use a hairdryer to blow hot air across the access port at the rear of the Speccy it returns to normal. If I let it get 'cold' again back come the 3's. Can you tell me the problem 'cos my mum wants her hairdryer back.**
**Adrian Stokes, Aldbridge, Walsall.**

It sounds as if your ULA pin KBD2 (pin 32) is not making proper contact with the socket or it's faulty. Changing it should cure the problem and improve your mum's hairdo!



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# PROGRAM POWER

## PULL-OUT

---

**THE TRAINSPOTTER GAME**
**ROCK 'N' ROLL**

AVAILABLE ON DIGITAPE

# THE TRAIN SPOTTER GAME

by Christiaan Coenraad

You take the role of Ed, the much maligned editor *(Too right! Ed)* of *Your Sinclair*. You must correct the articles written by the weirdos at *YS*, and boy, is your work cut out for you. If the bad spelling wasn't enough, now some words have gone walkies! The only thing for it is to pull down the windows, and see if the missing words are there. Once you've found the missing word, run downstairs to the bottom right of the office where you'll find the Art Department and the article is finished.

If you find a train on the window, oh dear, a trainspotter has noticed your mistake, and your time starts running out. Get the word in before he writes a letter about your mistake, whilst avoiding the roaming T.P. (Transformed Plasma-bolt) which follows you about the office.

**Keys Table**

O = UP
Z = LEFT
X = RIGHT
K = DOWN

(ZX, OK... Geddit?)

THE TRAINSPOTTER GAME



**Stop Press!**
Special mini-cartoon by Christiaan Coenraad included in the Digi'T'ape version of *The Trainspotter Game*. Don't miss it!

**Cheapskate!**

For those of you who can't find it within themselves to part with the dosh for a Digi'T'ape, please find enclosed your *Trainspotter Game* cassette box insert. To use your cassette insert, just snip it along the dotted line (incidentally, scissors can be awfully sharp, so use those round nosed ones, or get mum to help you with this bit), fold it along the two spine lines and fold the instructions inside the cover as shown. Just like the real thing!

**At last! It had to happen, and so I suppose we oughtn't to feel downhearted. *The Trainspotter Game* is here, bespectacled and mean, bedecked in an anorak of the finest green, spiral bound junior reporter's notebook clasped firmly in his spotty but heroic palm...**

### The UDG's

**This short program loads the data for the User Definable Graphics characters, creates them, then loads the main program. Type this in first, and save it to tape as SAVE "UDG" LINE 1. Smart piece of programming this. It saves a lot of time when the game loads.**

```
9000 DATA 206,208,200,228,115,56,31,15,0,0,0,0,255,0,255,255,11,11,19,39,206,28,248,240,60,126,255,255,255,255,126,60,255,255,0,18,27,0,63,127,252,254,14,7,7,0,253,253,255,255,255,255,255,127,254,253,253,225,195,255,255,127,255,255,63,127,112,224,224,0,191,191,255,255,0,72,216,0,252,254,191,135,195,255,255,254,255,255,255,255,255,255,255,254,127,191,255,255,0,82,219,192,223,255,224,240,57,27,27,3,251,251,127,127,127,127,63,127,253,248,255,255,254,248,248,240,248,248,224,255,255,255,224,224,224,224,7,255,255,255,7,7,7,7,204,190,247,125,231,189,151,239,224,64,127,255,255,127,59,16,255,82,210,222,255,255,221,6
9010 RESTORE 9000
9020 FOR a=1 TO 168
9030 READ b
9040 POKE 65367+a,b
9050 NEXT a
9060 LOAD ""
```

**Here is the main program. Type this in and save it next on the tape after the UDG program, so that it can load it up. Type SAVE "TRAINSPOT" LINE 1.**

```
   2 DIM n(2): DIM l(2): DIM m(2): DIM q$(3,6,4): LET z=0: LET i=0: LET j=3
  10 PAPER 0: BORDER 0: BRIGHT 1: CLS
  30 REM set up screen
  35 LET o=0
  40 FOR a=0 TO 31
  50 INK 4: PRINT AT 6,a;"■": PRINT AT 13,a;"■": PRINT AT 20,a;"■"
  60 NEXT a
  65 GO SUB 5000+(z*50)
  66 PRINT AT 21,0; INK 7;"TIME: ";h
  67 PRINT AT 21,10; INK 7;"LIVES: ";j
  68 PRINT AT 21,20; INK 7;"SCORE: ";i
  69 PRINT AT 8,0; INK 6;v$: PAUSE 0: PRINT AT 8,0;"
                                "
  70 IF n(1)=0 THEN GO TO 110
  80 FOR a=13 TO 17
  90 INK 4: PRINT AT a,l(1)+1;"■■": IF n(1)=1 THEN NEXT a: GO TO 110
 100 PRINT AT a,l(2)+1;"■■": NEXT a
 110 IF n(2)=0 THEN GO TO 150
 120 FOR a=6 TO 10
 130 INK 4: PRINT AT a,m(1)+1;"■■": IF n(2)=1 THEN NEXT a: GO TO 150
 140 PRINT AT a,m(2)+1;"■■": NEXT a
 150 FOR a=0 TO 26 STEP 5
 160 INK 5: IF a<>l(1) AND a<>l(2) THEN PRINT AT 14,a;"■■■■": LET o=o+1
 170 IF a<>m(1) AND a<>m(2) THEN PRINT AT 7,a;"■■■■": LET o=o+1
 180 PRINT AT 0,a;"■■■■": LET o=o+1
 190 NEXT a
 200 REM main game
 210 LET p=31: LET q=4: LET r=1: LET g=0: LET e=0: LET f=0: LET t=0: LET s=0: LET y=19: LET x=0
 220 INK 7: PRINT AT y,x;"■■";AT y-1,x;"■■"
 225 INK 7
 226 IF f<>1 THEN GO TO 233
 227 LET h=h-1: PRINT AT 21,6;"   ";AT 21,6;h: IF h<>0 THEN GO TO 233
 228 GO SUB 8000
 229 IF i=0 THEN GO TO 2
 230 GO TO 10
 233 IF (y<>19 AND y<>12 AND y<>5) THEN GO TO 270
 235 IF x<>29 THEN GO TO 240
 236 IF g=1 THEN GO SUB 7000: GO TO 10
 240 IF INKEY$="z" AND x>0 THEN PRINT AT y,x;"  ";AT y-1,x;"  ": LET x=x-1: PRINT AT y,x;"■■";AT y-1,x;"■■"
 250 IF INKEY$="x" AND x<30 THEN PRINT AT y,x;"  ";AT y-1,x;"  ": LET x=x+1: PRINT AT y,x;"■■";AT y-1,x;"■■"
 260 GO TO 310
 270 IF INKEY$<>"o" THEN GO TO 290
 280 PRINT AT y,x; INK 4;"■■": LET y=y-1: PRINT AT y,x;"■■";AT y-1,x;"■■": GO TO 600
 290 IF INKEY$<>"k" THEN GO TO 600
 300 PRINT AT y-1,x; INK 4;"■■": LET y=y+1: PRINT AT y,x;"■■";AT y-1,x;"■■": GO TO 600
 310 IF INKEY$<>"o" THEN GO TO 500
 320 IF ATTR (y-2,x)<>68 OR ATTR (y-2,x+1)<>68 THEN GO TO 340
 330 PRINT AT y,x;"  ";AT y-1,x;"  ": LET y=y-2: PRINT AT y,x;"■■";AT y-1,x;"■■": GO TO 225
 340 IF x=0 OR ATTR (y-5,x-1)<>69 OR ATTR (y-5,x)<>69 OR ATTR (y-5,x+1)<>69 OR ATTR (y-5,x+2)<>69 THEN GO TO 225
 360 FOR a=1 TO 4
 370 PRINT AT y,x;"  ": LET y=y-1: PRINT AT y,x;"■■";AT y-1,x;"■■": NEXT a: PAUSE 25
 380 FOR a=1 TO 4
 385 IF e=1 THEN PRINT AT t,s; INK 5;"■■■■";AT t+1,s;"    ": LET t=t-1
 390 PRINT AT y-1,x-1; INK 6; BRIGHT 0;"■■■■"
 400 PRINT AT y,x-1; INK 5;"■  ■"
 410 PRINT AT y,x;"■■";AT y+1,x;"■■": LET y=y+1: NEXT a
 420 PRINT AT y-1,x-1;" ■■ ": PRINT AT y-2,x-1; INK 5;"■■■■"
 430 LET e=1: LET t=y-2: LET s=x-1
 440 LET a=INT (y/5): LET b=((x-1)/5)+1: LET b$=q$(a,b)
 450 PRINT AT y-4,x-1; INK 2; PAPER 6; BRIGHT 0;b$
 460 IF b$="trai" THEN LET f=1: PRINT AT y-4,x-1; INK 2; PAPER 6; BRIGHT 0;" ■■ "
 470 IF b$<>a$ THEN LET g=0: GO TO 600
 480 LET g=1: GO TO 600
 499 GO TO 600
 500 IF INKEY$<>"k" THEN GO TO 600
 510 IF ATTR (y+4,x)<>68 OR ATTR (y+4,x+1)<>68 THEN GO TO 600
 520 PRINT AT y,x;"  ";AT y-1,x;"  ": LET y=y+2: PRINT AT y,x;"■■";AT y-1,x;"■■": GO TO 225
 600 PRINT AT q,p; INK 0;" "
 610 IF p=0 THEN PRINT AT q-1,0;" ";AT q,0;" "
 611 IF p=0 AND y<>5 AND y<>12 AND y<>19 THEN GO TO 225
 612 IF p=0 THEN LET q=y: LET r=0: LET p=31
 620 IF r=1 THEN GO TO 640
 630 LET q=q-1: LET p=p-1: PRINT AT q,p; INK 2;"●": LET r=1: GO TO 650
 640 LET q=q+1: LET p=p-1: PRINT AT q,p; INK 2;"●": LET r=0
 650 IF x<>p AND x+1<>p THEN GO TO 225
 660 IF y<>q AND y-1<>q THEN GO TO 225
 670 GO SUB 8000
 680 IF j=0 THEN GO TO 2
 690 GO TO 10
4999 STOP
5000 REM screen1
5010 LET h=250: LET n(1)=2: LET l(1)=5: LET l(2)=20
5020 LET n(2)=1: LET m(1)=10: LET m(2)=30
5030 LET a$="1024": LET v$="ONE KILOBYTE =....BYTES": GO SUB 6000: RETURN
5050 LET h=250: LET n(1)=1: LET l(1)=5: LET l(2)=30
5060 LET n(2)=2: LET m(1)=15: LET m(2)=0
5070 LET a$="SICK": LET v$="(ED.) COMMENTS ARE....": GO SUB 6000: RETURN
5100 LET h=200: LET n(1)=1: LET l(1)=15: LET l(2)=30
5110 LET n(2)=2: LET m(1)=15: LET m(2)=25
5120 LET a$="WIMP": LET v$="TRAMIEL IS A ....": GO SUB 6000: RETURN
5150 LET h=200: LET n(1)=2: LET l(1)=5: LET l(2)=15
5160 LET n(2)=2: LET m(1)=10: LET m(2)=20
5170 LET a$="MEGA": LET v$="THIS PROGRAM IS PRETTY....": GO SUB 6000: RETURN
5210 LET n(2)=1: LET m(1)=5: LET m(2)=30
5220 LET a$="T.P.": LET v$="THE INITIALS OF T.P. ARE....": GO SUB 6000: RETURN
5250 LET h=150: LET n(1)=2: LET l(1)=10: LET l(2)=25
5260 LET n(2)=1: LET m(1)=0: LET m(2)=30
5270 LET a$="MORE": LET v$="TONY SAMUELS WANTS....": GO SUB 6000: RETURN
5300 LET h=100: LET n(1)=1: LET l(1)=15: LET l(2)=30
5310 LET n(2)=2: LET m(1)=5: LET m(2)=25
5320 LET a$="LESS": LET v$="1 IS MORE OR THE LESS....THEN 2": GO SUB 6000: RETURN
6000 REM questions
6010 RESTORE 6070: FOR a=1 TO 3: FOR b=1 TO 6
6020 READ q$(a,b)
6030 NEXT b: NEXT a
6040 FOR a=1 TO 3: FOR b=1 TO 6
6050 LET c=INT (RND*3)+1: LET d=INT (RND*6)+1: LET q$(a,b)=q$(c,d)
6060 NEXT b: NEXT a
6070 DATA "HAI!","BYE!","YES?","WHY?","#%!*","HIP!","HAP!","HOP!","FOUL"," NO ","STOP","SHY?","MEAN","WILD","↑UP↑","DOWN","(ED)","CHAP"
6080 FOR k=1 TO 4
6090 LET c=INT (RND*3)+1: LET d=INT (RND*6)+1
```

```
6100 IF k<>4 THEN LET q$(c,d)="t
Tai": NEXT k
6110 LET a=INT (c/5): LET b=((d-
1)/5)+1
6120 IF a=3 AND (b=l(1)-1 OR b=l
(2)-1) THEN GO TO 6090
6130 IF a=2 AND (b=m(1)-1 OR b=m
(2)-1) THEN GO TO 6090
6140 LET q$(c,d)=a$: NEXT k
6150 RETURN
7000 REM gehaald
7010 PRINT AT 8,10; INK 7; FLASH
 1;"YOU MADE IT !"
7020 LET z=z+1: IF z=7 THEN LET
z=0
7025 LET i=i+h
7030 FOR a=0 TO 30: BEEP .05,a:
NEXT a: RETURN
8000 REM dood
8010 PRINT AT 8,12; INK 7; FLASH
 1;"OH DEAR !"
8020 LET j=j-1
8030 LET i=i+h
8040 FOR a=30 TO 10 STEP -1: BEE
P .1,a: NEXT a
8050 IF j<>0 THEN RETURN
8055 CLS
8060 FOR a=1 TO 7
8070 PRINT AT 7,0; INK a;       "
            ANOTHER TRY ?
"
8080 IF INKEY$="y" THEN RETURN
8085 PAUSE 2
8090 NEXT a
8100 GO TO 8060
```

**UDG Graphics Key**

A B C D E F G H I J K



L M N O P Q R S T U



# ROCK 'N' ROLL



**by Neil Anthony Balharrie**

**You may think that this is a version of those "Favourite Games On Other Computers Called *Repton* Or *Boulder Dash*" ... er ... well, you'd be right. This is a machine code version of those aforementioned edifices, and very fine it is too. The screens *look* easy, but they play hard, and the graphics and sound are given a fair workout. This must be one of the best games yet to appear in these hallowed pages. Enough of this reviewing, let's get down to the program.**

### Basic Loader

**This little program tells you what to do in a loading screen and loads up the code of the main program. Type it in and SAVE "ROCKNROLL" LINE 0 on the first bit of your tape.**

```
  10 BORDER 0: PAPER 0: INK 7: C
LEAR 29999
  20 PRINT TAB 4;"R O C K  ' n '
 R O L L"
  30 PRINT : PRINT "By Neil Balh
arrie, YOUR SINCLAIR"
  35 PRINT
  40 PRINT " The idea of the gam
e is to      collect all the jewe
ls in a caveto progress onto the
 next cave."+CHR$ 13+CHR$ 13+" Y
ou must avoid the boulders as th
ey topple down in the weird   gr
avity. You start the game withth
ree lives and lose one each    ti
me you are hit by a falling    ob
ject or the time runs out."
  50 PRINT
  60 PRINT " You may use the key
board or a  joystick:-"+CHR$ 13+
"          Q - Up   O - Left
           A - Down P - Right"
  70 PRINT : PRINT " Z End The G
ame, X Lose A Life,"
  80 PRINT "  CAPS SHIFT To Move
 On A Page"
9998 PRINT AT 0,0;: INK 0: LOAD
""CODE : PRINT USR 32765
9999 SAVE "ROCKNROLL" LINE 0
```

### Hex Loader

**General Hex Loader the Third, reportin' for dooty! Yep, you guessed it, this is the general Hex Loader program. Type it in, run it, and put all the hex listing into it.**

```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";star
t
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN  GO TO 1
000
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 100 NEXT j
 105 IF f=1 THEN  GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 130 LET z=CODE
a$(2)-48: IF z>9
 THEN  LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN  GO TO 1
000
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."'''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

## Main Program

**This here's your machine code program masquerading as a piece of Hex Code. Type this into the Hex Loader program, eight bytes at a time and save the resultant code as SAVE"ROCKCODE"CODE 31050, 6315, making sure you save it *after* the Basic Loader on your tape.**

```
31050 : 0000000000004111 = 82
31058 : 1244442111144211 = 307
31066 : 1124421111244321 = 289
31074 : 1112211112344332 = 272
31082 : 1111111123344333 = 273
31090 : 2111111233344333 = 306
31098 : 3211512333344333 = 404
31106 : 2111111233344332 = 305
31114 : 1111111123344321 = 255
31122 : 1112211112344211 = 238
31130 : 1124421111244111 = 271
31138 : 1244442111142008 = 264
31146 : 0500422222233222 = 258
31154 : 2224422222333322 = 340
31162 : 2224422243333334 = 391
31170 : 2224411143333334 = 373
31178 : 1114411144414444 = 388
31186 : 1114411151111111 = 251
31194 : 1114411111111111 = 187
31202 : 1114411111111111 = 187
31210 : 1114412222222222 = 272
31218 : 2224413333333333 = 390
31226 : 3334413333333333 = 423
31234 : 33342C0405004222 = 256
31242 : 2244444444444122 = 473
31250 : 1114232431344343 = 343
31258 : 2414222431344343 = 361
31266 : 2414222431344343 = 361
31274 : 2413424441444343 = 456
31282 : 2413121000044343 = 227
31290 : 2413320000044343 = 243
31298 : 2415222222244343 = 329
31306 : 2411222222244343 = 325
31314 : 2411333333344343 = 392
31322 : 1111333333342B07 = 289
31330 : 0700333333333333 = 313
31338 : 3333333333333333 = 408
31346 : 3333333233333323 = 391
31354 : 3333333333333333 = 408
31362 : 3333323333414333 = 437
31370 : 3333333334000433 = 311
31378 : 3233333340000043 = 334
31386 : 3333333400000004 = 209
31394 : 3333334000000000 = 217
31402 : 4333340000000000 = 170
31410 : 0433400000050000 = 124
31418 : 00436D070A004222 = 293
31426 : 2222222222244424 = 310
31434 : 2424242424244222 = 316
31442 : 2222222222244424 = 310
31450 : 2424242424244222 = 316
31458 : 2222222222244434 = 326
31466 : 3434343434344131 = 426
31474 : 3131313131344434 = 417
31482 : 3434343434344131 = 426
31490 : 3131313131344434 = 417
31498 : 3434343434344131 = 426
31506 : 313131313154290E = 384
31514 : 0A00411111111111 = 160
31522 : 1114414222222444 = 340
31530 : 4414414322221333 = 358
31538 : 3414414442224333 = 423
31546 : 3414411142224333 = 372
31554 : 3414422124414444 = 408
31562 : 4414422123333343 = 391
31570 : 2214422123333341 = 355
31578 : 2414422123333341 = 357
31586 : 4414422123333341 = 389
31594 : 1114422133333341 = 354
31602 : 1514280D0A003333 = 206
31610 : 3333333533333334 = 411
31618 : 4433344433333343 = 459
31626 : 3333422243333343 = 438
31634 : 4433422243333343 = 455
31642 : 3343422243333334 = 439
31650 : 4433344433333333 = 443
31658 : 3334333333333333 = 409
31666 : 3333444433333344 = 459
31674 : 4444444444333333 = 493
31682 : 3333444433333333 = 442
31690 : 333433333333780B = 438
31698 : 0000422224333333 = 289
31706 : 3334411111142222 = 290
31714 : 2434414444133333 = 410
31722 : 3434413344444444 = 492
31730 : 4424414442222222 = 405
31738 : 2224432222222222 = 307
31746 : 2224433333333333 = 392
31754 : 3334433333333333 = 425
31762 : 3334433333333333 = 425
31770 : 3334433333333333 = 425
31778 : 3334433333333333 = 425
31786 : 3354590E0A004333 = 366
31794 : 3333333333344323 = 409
31802 : 2332223333344323 = 375
31810 : 2323333333344332 = 392
31818 : 3332233333344332 = 407
31826 : 3333323333344332 = 423
31834 : 3322233333344111 = 356
31842 : 1111111111144112 = 188
31850 : 1212122212144111 = 208
31858 : 1222112111144112 = 222
31866 : 5212122212144444 = 326
31874 : 4444444444444304 = 479
31882 : 0900444444444444 = 417
31890 : 4444454333343343 = 508
31898 : 3324434323432343 = 425
31906 : 2324434323432343 = 409
31914 : 2324434323432343 = 409
31922 : 2324434323432343 = 409
31930 : 2324434323432343 = 409
31938 : 2324434323432343 = 409
31946 : 2324434323432343 = 409
31954 : 2324433323332333 = 361
31962 : 2334444444444444 = 495
31970 : 4444450101005414 = 311
31978 : 3444341422223414 = 332
31986 : 3414341422223343 = 330
31994 : 3414341422223343 = 330
32002 : 3444344422223333 = 410
32010 : 3333333322224334 = 391
32018 : 4434443444334334 = 478
32026 : 1434333411334334 = 362
32034 : 1434443441334334 = 427
32042 : 1433343411334434 = 363
32050 : 4434443444333333 = 461
32058 : 3333333333334C00 = 382
32066 : 0000434333311133 = 302
32074 : 3334424342334433 = 472
32082 : 4444424332433443 = 505
32090 : 3334424433443344 = 475
32098 : 3344424443344334 = 491
32106 : 4334421144334433 = 440
32114 : 4434411114433443 = 408
32122 : 3444404411443344 = 456
32130 : 3344404341144334 = 454
32138 : 4334404334114433 = 438
32146 : 4434404333113333 = 421
32154 : 3454420E0A004222 = 326
32162 : 2433333333344111 = 374
32170 : 1114222224144144 = 294
32178 : 4413333334144133 = 377
32186 : 4444444444144144 = 493
32194 : 4222222222144111 = 304
32202 : 1111111111144131 = 219
32210 : 2131213121344121 = 347
32218 : 3121312131244131 = 363
32226 : 2131213121344121 = 347
32234 : 3121312135244111 = 335
32242 : 1111111111141F0D = 149
32250 : 0900423433343334 = 333
32258 : 3334423432343234 = 425
32266 : 3234423432343234 = 424
32274 : 3234423432343234 = 424
32282 : 3234423332333233 = 421
32290 : 3234411111111111 = 252
32298 : 1114422222222222 = 273
32306 : 2324422222222222 = 307
32314 : 2324422222222222 = 307
32322 : 2324422222222222 = 307
32330 : 2324453333333333 = 395
32338 : 332439010A004333 = 273
32346 : 3433333332244333 = 409
32354 : 3433333332244444 = 427
32362 : 1444444442244111 = 408
32370 : 2111111242244144 = 320
32378 : 4442244243344333 = 473
32386 : 3411104343344444 = 407
32394 : 3414404113344333 = 390
32402 : 3414404343344344 = 457
32410 : 4414404143344333 = 454
32418 : 3114401343344533 = 391
32426 : 3114401103343801 = 262
32434 : 0A00534443414344 = 428
32442 : 4333333433414343 = 471
32450 : 3333333433444344 = 459
32458 : 3333333433434343 = 457
32466 : 3333333433434344 = 458
32474 : 4333333333333333 = 424
32482 : 3333344434333434 = 429
32490 : 4333343334433434 = 444
32498 : 1433344334143434 = 366
32506 : 1433343334114434 = 363
32514 : 1433344434111434 = 332
32522 : 4333670000000000 = 221
32530 : 0000000000000000 = 0
32538 : 0000000000000000 = 0
32546 : 0000000000000000 = 0
32554 : 0000000000000000 = 0
32562 : 000000000000FFBF = 446
32570 : EFFFFFFDFDFFFFEF = 2004
32578 : FFFFDFBFFFFFFFF7 = 1936
32586 : FBFFFFFFFFFFDFBF = 1940
32594 : FFFBFFFFEFFF0FF0 = 1765
32602 : 335C4EAA5D56BAAB = 927
32610 : B555EAABF555EAAB = 1406
32618 : F555FAABF5557AAA = 1373
32626 : 7F563FAC0FF00180 = 832
32634 : 03C006A00FF01558 = 725
32642 : 3FFC6AAAFFFFD555 = 1399
32650 : 7FFE2AAC1FF80D50 = 967
32658 : 07E002C001800408 = 566
32666 : 04080408FFFF2040 = 630
32674 : 20402040FFFF0204 = 708
32682 : 02040204FFFF0810 = 546
32690 : 08100810FFFF0000 = 558
32698 : 00001C7022882AA8 = 520
32706 : 22881C704102FFFF = 887
32714 : FE7FFFFFFDBFFE7F = 1716
32722 : 7FFE04201C380000 = 501
32730 : 0810142814282244 = 246
32738 : 2E5C3E7C7FFEFFFF = 1215
32746 : FE7FFFFFFDBFFE7F = 1716
32754 : 7FFE04201C380000 = 501
32762 : 000000C301810000 = 325
32770 : 0000000000000000 = 0
32778 : 0000000000000000 = 0
32786 : 0000000000000000 = 0
32794 : 0000000000000000 = 0
32802 : 0000000000000000 = 0
32810 : 0000000000000000 = 0
32818 : 0000000000000000 = 0
32826 : 0000000000000000 = 0
32834 : 0000000000000000 = 0
32842 : 0000000000000000 = 0
32850 : 0000000000000000 = 0
32858 : 0000000000000000 = 0
32866 : 0000000000000000 = 0
32874 : 0000000000000000 = 0
32882 : 0000000000000000 = 0
32890 : 0000000000000000 = 0
32898 : 0000000000000000 = 0
32906 : 0000000000000000 = 0
32914 : 0000000000000000 = 0
32922 : 0000000000000000 = 0
32930 : 0000000000000000 = 0
32938 : 0000000000000000 = 0
32946 : 0000000000000000 = 0
32954 : 0000000000000000 = 0
32962 : 0000000000000000 = 0
32970 : 0000000000000000 = 0
32978 : 0000000000000000 = 0
32986 : 0000000000000000 = 0
32994 : 0000000000000000 = 0
33002 : 0000000000000000 = 0
33010 : 0000000000000000 = 0
33018 : 000000000000003E = 62
33026 : 0032485CFD22B05C = 769
33034 : 3E10326A5C2100C4 = 555
33042 : 1101C40110003601 = 286
33050 : EDB01118C4CD6381 = 1083
33058 : 11E0C4CD638111A8 = 1055
33066 : C5CD63811170C6CD = 1162
33074 : 63812100800600F3 = 638
33082 : 36822310FB36823E = 732
33090 : 80ED47ED5EFBC31A = 1239
33098 : 853EFEDBFEE60120 = 1185
33106 : F83EF7DBFEE601CC = 1465
33114 : 048EC93E0132B68E = 784
33122 : C92150C301C000ED = 939
33130 : B0C9211400CD7881 = 884
33138 : 2B7DB420F8C9E5C5 = 1255
33146 : D5060A3E00D3FE10 = 772
33154 : FC06143E10D3FE10 = 837
33162 : FC2B7DB420EBD1C1 = 1269
33170 : E1C9CD0E86216190 = 1053
33178 : 115A00CD8A8C0604 = 600
```



```
33186 : 0E46CDF98506060E = 697
33194 : 45CDF98506080E44 = 752
33202 : CDF985060A0E43CD = 889
33210 : F985060C0E42CDF9 = 934
33218 : 85CD4B81C93E0032 = 855
33226 : B68EDDE5E111005B = 1107
33234 : 010500EDB0FDE5E1 = 1126
33242 : 11055B010500EDB0 = 532
33250 : 21D08ECD898D3AFF = 1179
33258 : FF32B68EC9DD21BF = 1275
33266 : 8FFD21B690CDC781 = 1288
33274 : 3AB68EA7C8DD21BF = 1194
33282 : 8FFD21A890CDC781 = 1274
33290 : A72852DD21BF8FFD = 1130
33298 : 219A90CDC781A728 = 1071
33306 : 6ADD21BF8FFD218C = 1120
33314 : 90CDC781A7CAA282 = 1338
33322 : DD21BF8FFD217E90 = 1144
33330 : CDC781A7CAC282CD = 1431
33338 : E582CDF182CDFD82 = 1523
33346 : CD0983CD1583215D = 828
33354 : 90117A90010300ED = 668
33362 : B021BF8F117E9001 = 831
33370 : 0500EDB0C9CD1583 = 976
33378 : 215D9011B2900103 = 613
33386 : 00EDB021BF8F11B6 = 979
33394 : 90010500EDB0C900 = 764
33402 : 0000000000000000 = 0
33410 : C38A87CDE582CD15 = 1258
33418 : 83215D9011A49001 = 727
33426 : 0300EDB021BF8F11 = 800
33434 : A890010500EDB0C9 = 932
33442 : CDE582CDF182CD15 = 1366
33450 : 83215D9011969001 = 713
33458 : 0300EDB021BF8F11 = 800
33466 : 9A90010500EDB0C9 = 918
33474 : CDE582CDF182CDFD = 1598
33482 : 82CD1583215D9011 = 774
33490 : 8890010300EDB021 = 730
33498 : BF8F118C90010500 = 641
33506 : EDB0C921A49011B2 = 1150
33514 : 90010900EDB0C921 = 801
33522 : 969011A490010900 = 629
33530 : EDB0C92188901196 = 1094
33538 : 90010900EDB0C921 = 801
33546 : 7A90118890010900 = 573
33554 : EDB0C9CD0E8621F6 = 1246
33562 : 8F116A00CD8A8C21 = 782
33570 : 5D900603C5E53EFE = 988
33578 : DBFE32A88EE604CA = 1269
33586 : 5B833AA88EE602CA = 1024
33594 : 69833EBFDBFEE601 = 1193
33602 : CA7783215A901106 = 742
33610 : 00CD8A8CFB060A76 = 868
33618 : 10FDE1C178A720CC = 1210
33626 : C9E1E57E3C77FE5B = 1305
33634 : 20E13E417718DCE1 = 972
33642 : E57E3D77FE4020D3 = 1096
33650 : 3E5A7718CEE1C105 = 924
33658 : 23C5E5CD6C8118C3 = 1122
33666 : 210000DD7E0111E8 = 630
33674 : 03CDAA83DD7E0211 = 875
33682 : 6400CDAA83DD7E03 = 956
33690 : 110A00CDAA83DD7E = 880
33698 : 04110100CDAA83C9 = 729
33706 : D630E56F2600CDA9 = 1014
33714 : 30E5C1E109C921BF = 1129
33722 : 8F11C08F01040036 = 554
33730 : 30EDB03AB68F32CB = 1097
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# PROGRAM POWER

***Look here, I've written the most amay-zing program, and I thought I'd share my blinding brilliance with my fellow YS readers. You may think that this is remarkably public spirited of me. Hah! The catch is that I happen to know you pay handsomly for this sort of thing, so getcha chequebook aht!***

***My name is*** ..........................................................

***and I live at*** ..........................................................

..........................................................

.......................................... ***Postcode*** ....................

***My phone number is*** ..........................................................

***The title of my program is*** ..........................................................

***and it's a*** ..........................................................

***I wrote it in (Basic or Machine Code)*** ..........................................................

***And just to prove I can write, here's my***

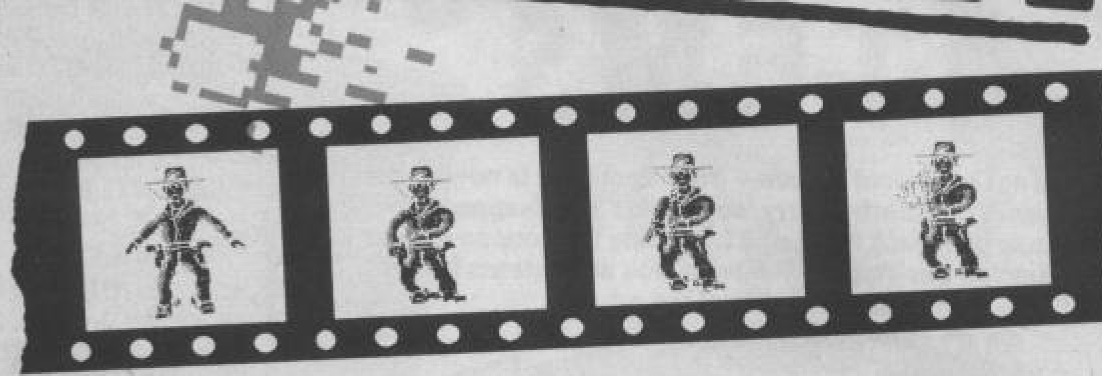
***signature*** ..........................................................


E GUYS.
WATCHOUT FOR THESE KILLERS.
LOUSE.
WITCH.
ZOMBIE.
WOOD SPIDER.
WULFSHEAD.
THE STORY SO FAR.
MISCHA WELSH
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YOUR SINCLAIR


JOHNNY REB II
The American Civil War is raging at its height. The Union and confederate armies are recruiting anyone old enough to hold a musket. It is a time for brave and fearless men. You are Johnny Reb – one of the bravest of them all.
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UNIT 4
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Just when you thought it was safe to buy *Art Studio*...

# ANIMATOR I



**Animator 1 is billed as the ultimate graphics tool ... Mad Max Phillips riffles through its draws...**

Go on punk, make my Sprite... *Animator 1* is not a cult sci-fi 'n' gore video starring some Clint-clone. But it *is* a sprite-designer come art package with a similar sort of butch machismo about it.

Softcat Micros claims it's a pro-tool for programmers and artists — not your wimpy mouse-driven arty-type trendy sort of program at all. This means two things. First, it's capable of some amazing stuff that you can't do (or at least can't do easily) with any other package. Secondly, it has that raw, unshaven feel about it that makes it a bitch to learn and a devil to use.

Programmers are supposed to like that sort of thing. And, so the theory goes, it's far more important to have features you need than posey pop-up menus you don't. Given what *Animator1* crams into the machine, it's a fair trade off.

## TOP DRAW

Basically, it's a drawing package like *Melbourne Draw* or *Art Studio* or *The Artist* or *Paintbox* (remember that?). But it also has the ability to save parts of the screen as a series of sprites — you can create all the different frames of a sprite (face left, right, up, down, legs open, close, punch etc) at once and then instantly play them back on screen to see how they'll look in your finished game.

The drawing facilities are copious to say the least — lines and circles (with rubber-banding), definable brush widths, airbrushes, frills, shading and patterns, mirror, rotate and so on. It's easily a '2nd generation' package like *Art Studio* — golden-oldies like *Melbourne Draw* are a real hard slog these days.

The program is controlled strictly from the keyboard (no joystick — let alone mouse) using Q,A,O and P to move the cursor, plus keys for draw and erase and a high-speed move key. Other options are shifted keys — Z,X,C and V are used as extra shift keys in addition to Caps Shift! Some keys call up pop-up menus listing further options.

So, no way will you master this in a morning. And even after a lot of practice, you'll still keep going back to the rather stodgy manual. But ace game players will rapidly discover that they can't half work at a fair old pace once they've mastered the keyboard controls.

## DRAW BACKS

Like all good 'programmer's' utilities, it's short on messages, badly error trapped and has some very strange bits. Ask to fill a shape with colour and it replies "CORRUPT SPRITES ?Y/any". Pardon me? What did I say wrong? Thing is it needs the sprite memory to do the fill calculations — if you reply "N", it'll swap a chunk of memory off the microdrive and keep your designs in one piece. Okay in practice — but definitely a bit odd the first time you meet it!

Of course, designing sprites is one thing — it's no good if you can't use them in your own programs. *Animator 1* does *not* provide any sprite generator software at all for you to use — the idea is that you save off the designs you've created and then build them into your own program.

If you're a Basic programmer, what you end up with is effectively a vast bunch of UDGs and little chance of quality high-speed animation. If you write in code, you can take the bit-maps of the sprites (byte-wise or character-wise, left-to-right, top to bottom) and incorporate them in your own routines. If, like most people, you find this format is too simplistic, you'll need to write a conversion program to get the sprite data the way you want.

Alternatively, it may be possible to customise *Animator 1* how you like ... the Basic parts are accessible and Softcat may be able to help you set up what you need.

All this means that *Animator 1* is a very handy design and doodling tool for serious users who are sick of pen and paper and don't already have home-made programs for doing the same sort of work. And if you're *that* serious, you'll probably already have the microdrives or disk drives that you'll need to make full use of the program — *Animator 1* should be transferable to any storage device you've got because all the tricky Save/Load bits are in Basic. Clever that!

So if you're new to the game and just want to do pretty screens, think hard about *Art Studio*. If you reckon the sprite-animation bit would be handy, have a good look at *Animator 1* — as the saying goes, it's pretty rapid!

**Sprites are designed in the top-left corner of the screen — anything from 8x8 pixels to 256x192 in size (yes — that's the whole flippin' screen!)**

**•The rest of the screen is a drawing area just like the sprite-design corner. So you can use *Animator1* as an ordinary drawing package for title screens and so on. If you work on three full-screen sprites, you can even work on three screen designs at once — try that with *Art Studio*!**

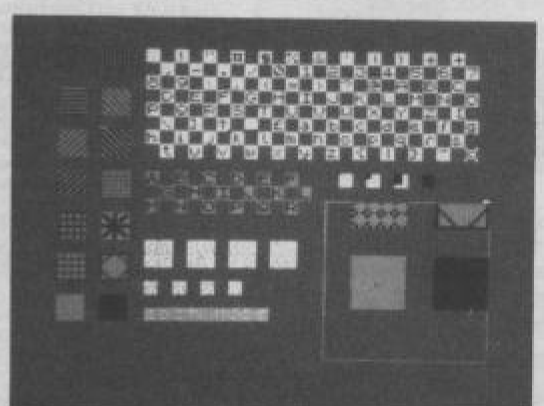



**The Magnify window shows an enlarged portion of the area you're working on; you can move it around the screen or switch it off if you don't need it.**

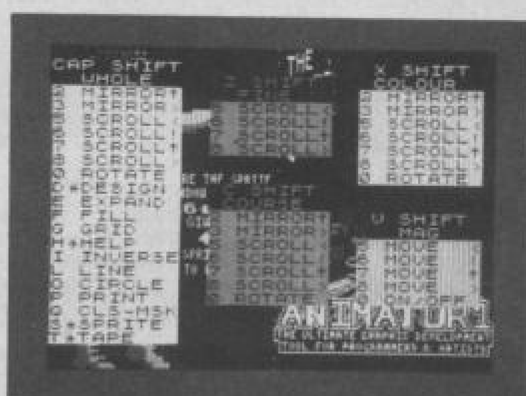
**•The sprite menu, includes the current sprite size and number plus the maximum number of sprites you can have. If you're screen designing, you can use the sprite memory to hold ready-made shapes and stuff from earlier work.**

**•The Grid option displays a dotted outline of the sprites you're working on — switch it off when you're just designing screens...**

**•Almost as wonky as the text in *Frontlines* — you can positively torture the character set, pulling text this way and that, squeezing it down to 64-column size, writing up walls...**



**Get this; this is a drawing screen just like the work screen but it's got all the hatches (patterns), airbrush, brush, UDG and character set designs on it. Change any of them with the usual brush to create your own user-defined patterns, characters, brushes ... whatever. Your new designs are ready when you go back to your drawing and sprites ...**



**Get the feeling you can move the screen about? Many of these work on just the bit-map or the attributes or both. Try this — load up your fave title screen, slide the main character on it into the top-left corner, clear the stuff around it, hit the Sprite menu and store it away. Instant kidnapped sprites! It's a shame though that many of these options are full-screen only — a little *Art Studio* windowing would be dead useful...**

**FAX BOX**

| | |
|---|---|
| Title | Animator1 |
| Publisher | Softcat Micros |
| Address | PO Box 79, Macclesfield, Cheshire, SK10 3NJ. |
| Price | £14.95 |

YOUR SPECTRUM

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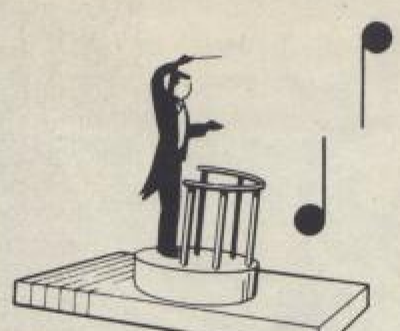
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# PAPER Boy

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• Monday morning; — your mission to deliver a copy of *The Daily Sun* to ten out of the twenty houses in the street. The enlightened households that take the paper are all lit up while the dark ones are the defaulters. If you fail to deliver, you'll lose a customer from the next morning and the only way to regain him is to finish a complete round.

• There are times when it's best to conserve the copies you're carrying. Remember it's better in the long run to use the papers to make a delivery than to fritter them on a window smashing spree. And all that paper strewn on the streets is one way of making sure that they bring out the Branson clean-up campaign!

• As every paperboy knows, the pen is mightier than the sword — that's why he wields his newspapers as weapons. There are extra points to be gained by zapping some of the moving obstacles with a furled up copy of this morning's paper.

• As soon as you break a window, your score (250 points) pings up on screen. Then the next day that you pass the house, you'll find the window boarded up so you'll have to go for another one in the same house. Have a smashing time!

• Don't you just lurve those days when everything goes right. How can you fail to deliver to every doorstep? When it happens your score will be doubled and you'll add on another subscriber if you haven't got your full quota of ten. And remember, you score 100 points for a doormat delivery and 250 for a direct hit on the mailbox.

• Our paperboy is a bit of a vandal on the quiet. Even worse, he gets rewarded for it. There are damage points on offer every time you smash a window, wheel over the flowers, smash tombstones and so on — provided, of course, they all belong to non-subscribers.

• Right, who said the original game has speech so where is it on the Speccy? What do you want — jam with your chips? What you do have is a scrolling message that runs along the top usually telling you what a plonker you've been after the C5's got you!

• Here you are in the course of a day's work. One nice touch is the way Paperboy's legs go like crazy when you're accelerating. And don't get yourself in a spot where the only way out is by coming to a complete standstill — it's impossible. You can creep

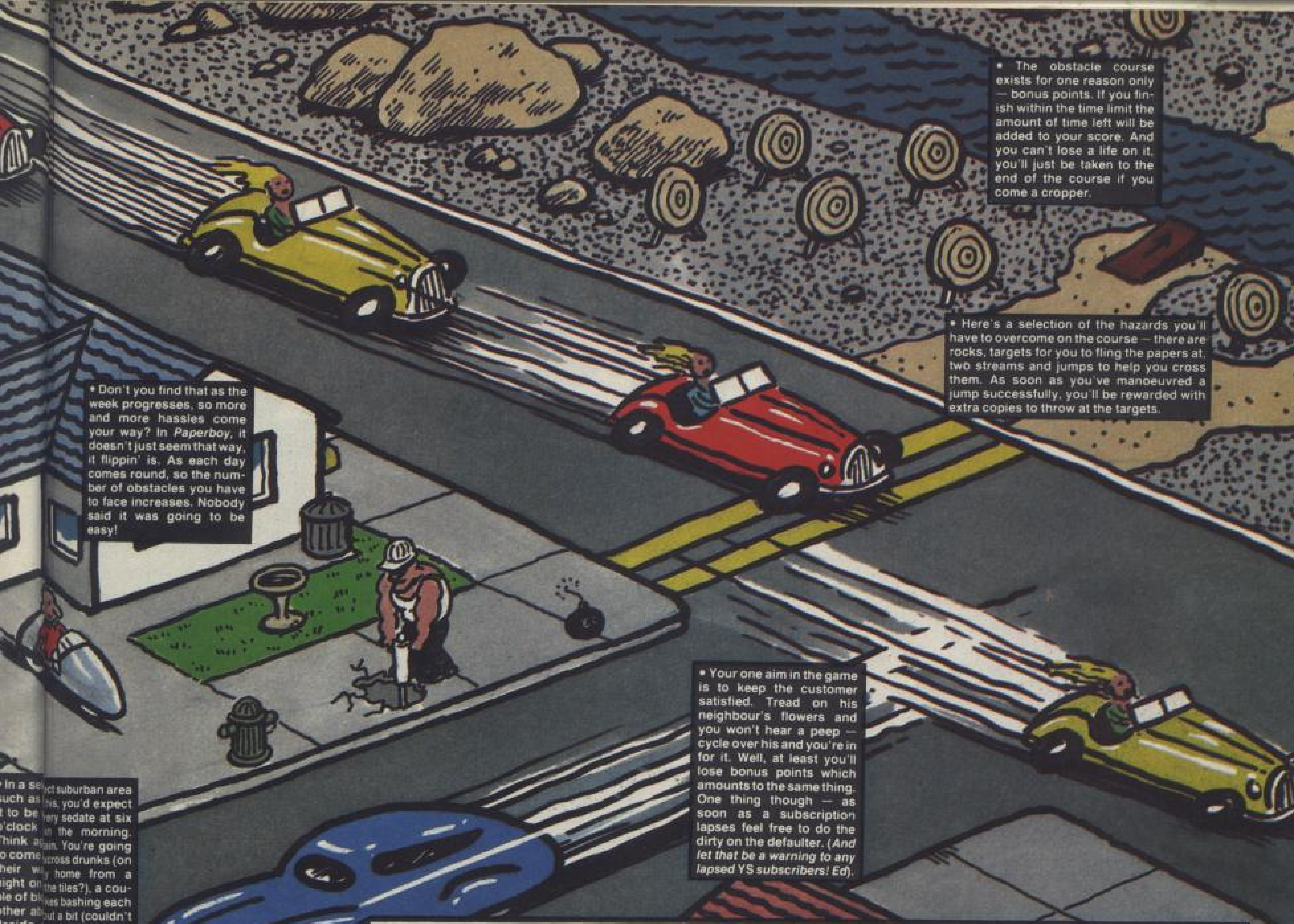




• If the cap fits, wear it. You've got five lives in total, each represented by a cap up the top here. And there's a bonus life to be picked up if you make it through to the third day.

• The maximum number of newspapers you can carry at any one time is ten — you can see here what state your stocks are in. Along the way you'll find six more bundles to replenish your supply. So, as soon as you see a bundle for the taking, start discarding the ones you've got, to up your score.





• The obstacle course exists for one reason only — bonus points. If you finish within the time limit the amount of time left will be added to your score. And you can't lose a life on it, you'll just be taken to the end of the course if you come a cropper.

• Here's a selection of the hazards you'll have to overcome on the course — there are rocks, targets for you to fling the papers at, two streams and jumps to help you cross them. As soon as you've manoeuvred a jump successfully, you'll be rewarded with extra copies to throw at the targets.

• Don't you find that as the week progresses, so more and more hassles come your way? In *Paperboy*, it doesn't just seem that way, it flippin' is. As each day comes round, so the number of obstacles you have to face increases. Nobody said it was going to be easy!

• Your one aim in the game is to keep the customer satisfied. Tread on his neighbour's flowers and you won't hear a peep — cycle over his and you're in for it. Well, at least you'll lose bonus points which amounts to the same thing. One thing though — as soon as a subscription lapses feel free to do the dirty on the defaulter. (*And let that be a warning to any lapsed YS subscribers! Ed*).

• In a select suburban area such as this, you'd expect it to be very sedate at six o'clock in the morning. Think again. You're going to come across drunks (on their way home from a night on the tiles?), a couple of bikers bashing each other about a bit (couldn't decide whose "round" it was?), bombs(!), road diggers and a whole selection of other unexpected obstacles.

• It takes a bit of time but eventually you'll become streetwise, kid. Then you'll pick up the pattern and know when to weave and when to give it some welly. One tip for accurate paper tossing — pick up speed then throw the paper forwards before putting on the brakes. You'll find it more precise than the sideways lob, your other alternative.

**Elite's latest coin-op conversion is the classic, Paperboy. *Tommy Nash* dons his bicycle clips and the oils chain on his sit-up-and-beg boneshaker for a ride around the game. Now read all about it!**

If there's one phrase that's sure to send a chill through every schoolkid in the country, it has to be 'It's your round". We've all heard those words from the local newsagent 'cos we've all done paper rounds in our time.

What d'you mean you haven't? You can jolly well get out there and do one right now — why shouldn't you suffer along with the rest of us. Dragging yourself out of bed before dawn — and Sharon, and Tracy, and Bill and all the other rich kids whose parents gave them enough pocket money to keep them off the streets. And that phrase never loses its power even into adulthood — I've seen grown men weep at the words "It's your round". I mean, what else could it be but the memory of all those cold, wet mornings lugging round a two ton sack of papers?

Pah! The Yanks just don't know they're born. Sailing up Easy Street on their BMX racers chucking the papers in the general direction of the nearest doormat. No garden gates, no growling dogs intent on a tug of war through the letter box . . .

## Lunatic

Then I saw *Paperboy*. And I realised that early morning misery is universal. Easy Street turns out to be one long obstacle course. There are drunks and skateboarders on the sidewalk, two types of car on the road and a whole selection of other hazards somewhere between the two, like lunatic lawnmowers, C5s and cats. The only thing in your favour is that you've got five lives to last you through the week — and (Paper)boy, you're gonna need them.

## Pink

Nigh on all the major elements of the arcade game are included in the Speccy version. There's a rather neat diagonal scroll, for example, though the picture's in monochrome save for a hint of pink in the cars. The scoring system's the same with points for a good doormat delivery, even more if you make a direct hit on the mailbox and bonuses for any damage you cause to non-subscribers' property — breaking windows, squashing flowers and knocking over dustbins. As soon as you've made it safely through to the end of the road, there's an obstacle course for you to practise your skills on and tot up the bonus points.

In fact, the only major thing that's missing from the arcade original are the stick-on handlebars that you use for steering. You may laugh, but New Concept tried something similar with *Surf Champ* on the Speccy. Oh okay, you *may* laugh.

Perhaps *Paperboy* is the perfect antidote to all those paper round blues. After all, it's not only a lot of fun but you don't have to get up at six o'clock in the morning to play it. The only problem is you may just have to get yourself a paper round to save up the cash to pay for it!

**FAX BOX**

Game.............................. **Paperboy**
Publisher.............................. **Elite**
Price.............................. **£7.95**
Joystick. **Kempston, Cursor, Sinclair**
Keys..... **Q** — Accelerate, **A** — Brake, **O** — Left, **P** — Right, **N** — Throw a paper

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LAW OF THE WEST'S astounding interactive adventure puts you right in the middle of turbulent Old West action. As the sheriff of Gold Gulch, as tough a Wild West town as there ever was, you'll have all you can do to survive 'til sundown.

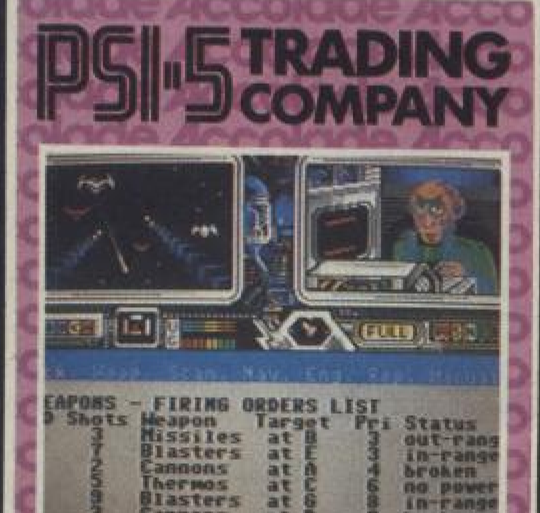
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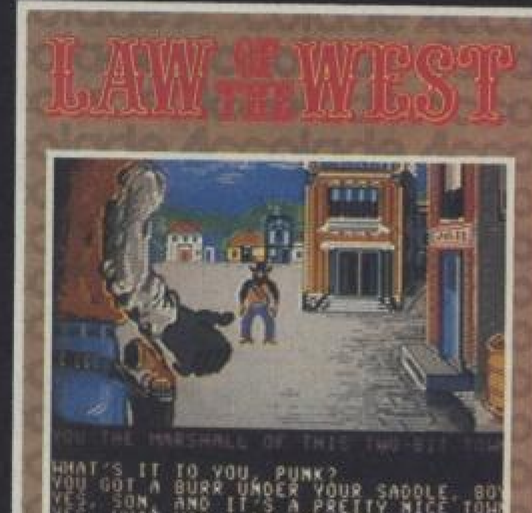
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PING
EH TOM... ARE ANY OF YOUR FRIENDS MUSICAL?
NOPE
PERFECT!
LATER...
SHUBAH DUBBAH DIBBAH DABBAH
TISH TISH
RECORDING STUDIO
KEEP OUT
NO TOM, WE CAN'T RECORD YOU TRASHING THE TAPE RECORDER WITH AN AXE.
OH.
DINGA DANGA DONG DANG
CINEMATIC TIME CONDENSING DEVICE LATER....
The BOTTY
WOULD YOU PAY £4m FOR THIS WALLY?
EMI SIGN WALLY-WALLY WAMBAT SHOCK HORROR
JEAN COCTEAU STYLE ARBITRARY NARATIVE CUT TO...
YEAH THE RECORD'S GREAT SO LIKE WHAT WE NEED NOW ARE SOME PICCIES..
RECORDS INC.
OKAY? SUPER.
"ABSOLUTE BEGINNERS" TYPE CROSS-FRAME CONTINUITY PRESERVING JUMP TO...
SUPER LOVELY SUPER LOVELY
MON 16 MONTH
SUN 15
FLUTTER
FLUTTER
OKAY YAH? SO LIKE WHAT WE NEED IS A SORT OF FOLLOW UP SINGLE YAH?
SUPER
YAH
SO WE'LL TAKE A FEW NEW PICS AND RE-RELEASE THE LAST SINGLE...
WON'T THE PUBLIC NOTICE YAH?
NEVER HAVE DONE SO FAR SUPER.
NO! WE WANT TO DO OUR OWN NEW RECORD*
*(BLUSH MAKING INTEGRITY?)
...FAST FORWARD TO THE RECORDING STUDIO...
WAIT A MINUTE...
FLING
THAT'S NOT WHAT YOU SOUNDED LIKE ON YOUR DEMO...
...THIS IS WHAT YOU SOUND LIKE...
SKEEEE
(PRESS)
ONE OF HERBERT'S COMPUTER TAPES?
A STAR IS BORN!
WHISK
HERBERT'S SPECTRUM
NEW POP SENSATION! SIG SIG SPECTRUM!
SIG-SIG SPECTR!
UNFAIR
UNFAIR
UNFAIR
SORRY LUVS... I HAVEN'T GOT TIME FOR ANY MORE DEMOS...
ZOOM

# COMPO WINNERS

## Bladerunner Compo

### Proving that they're a lot hunkier than Harrison Ford, with the correct answer of 43 droids, are the following winners:

**Winner:** R Allum of Whitchurch, Hampshire.
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## Spot The Balls-Up Compo

### These 50 people didn't make a balls-up of our Spot The Ball Compo — copies of Activision's *Ballblazer* are on their way to:

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## Spot The Germ Compo

### All these people can shoot off into space with a copy of *The Comet Game* from Firebird, plus a whole load of other whizzo prizes:

**Winner:** Christopher Clapham of Wakefield, W Yorks.
**Second Prize Winners:** Marc Brackley of Watford, Herts; Richard Patterson of Baillieston, Glasgow; John Turley of Glasgow; Jeff Green of Harrow, Middlesex; Martin Alexis of North Woolwich, London; Steve Brown of Southgate, London; Anders Unneberg of Vasteras, Sweden; Rodney Tregale of Slough, Berks; Pushpendra Rishi of New Malden, Surrey.
**Runners Up:** Freddie Bond of Carrickfergus, Co Antrim; Claudio Redrado of Malaga, Spain; Patrick Lord of Sewinton, Manchester; Mark Willey of Filey, N Yorks; Brian Roche of Waterford City, Ireland; Lieven van Parys of Belgium; J Van de Belt of The Netherlands; T Ferguson of Northallerton, N Yorks; Paul Houston of Blackburn, Lancs; David Clifford of Caterham, Surrey; Marten Wedebrand of Sweden; F Sawle of Hythe, Southampton; Andrew Reilly of Dundee; Nigel Edgecombe of Wolverton, Milton Keynes; Pat Liston of Limerick, Eire; David Fenton of Dewsbury, W York; Alison Poole of Stoke on Trent; Malcolm Mackenzie of Brandlesholme, Bury; Darrell Shellard of Muir of Ord, Scotland; Derek Tate of Gorleston, Norfolk; R Ward of Hull, W Yorks; Douglas Morrison of Aberchirder, Scotland; Luis Pereira of Portugal; Kieran Donovan of Andover, Hants; Lisa Gilbert of Maidstone, Kent; Jonathan Parson of Ballydehob, Co Cork; Derek Morgan of Old Skelmersdale, Lancs; Matthew Pinner of Boston, Lincs; W Carroll of Wythenshawe, Manchester; Russell Scoates of St Ives, Cambs; Kasper Kragelund of Aarhus, Denmark; Chris Sewell of Ipswich; John Johnstone of Bury St Edmunds, Suffolk; Kwokwa Lee of Briton Ferry, S Wales; T Czajkowski of Nythe Estate, Swindon; Robin Edwards of Harrow, Middlesex; Adam Bunkle of Fakenham, Norfolk; M Usher of Offerton, Stockport; E Swankie of Motherwell, Lanarkshire; Andrew Winter of Southfields, Northampton; John Tuffnell of Epsom, Surrey; R Campbell of Bridge of Don, Aberdeen; D Edwards of Pontllanfraith, Gwent; R Tilling of Biggleswade, Beds; Paul Serbert of Harrogate, N Yorks; P Smurthwaite of Longside, Peterhead; Alan Logie-Campbell of Cheltenham, Glos; Richard Carver of Aston, Sheffield; John Howes of Belfast; Alan Proudlock of Jarrow, Tyne and Wear; Steven Tait of Toryglen, Glasgow; Alan Clark of Whitfield; Jason Price of Trowbridge, Wilts; Ellen de Clerq of Belgium; James Hughes of Kings Langley, Herts; Gary MacSweeney of Scunthorpe, S Humberside; Sgt Hilton of 21 Signal Regt, BFPO 42; S Impey of Impington, Cambs; Mark Drackford of Braintree, Essex; Gareth Burge of Kirkintilloch, Glasgow; Bob Fisher of Ryton, Tyne and Wear; Michael Rosenbohm of Brake, West Germany; Ben Fitzsimmons of Rainhill, Merseyside; Stephen Blow of Swinton, Manchester; Matthew Petty of Bedford; James Yates of Goole, N Humberside; Michael May of Bradford, W Yorks; Nick White of Stock on Trent; Michael Lenihan of Newmarket on Fergus, Co Clare; Jonathan White of Truro, Cornwall; Paul Russell of Hailsham, E Sussex; Gavin Clucas of Harlow, Essex; M Stockbridge of Sheerness, Kent; Matthew Bland of Welling, Kent; Gregg Saffery of Bracknell, Berks; B Wilson of Edinburgh; Pete Taylor of Altrincham, Cheshire; Mark Collinson of Stoke on Trent; Joe Leech of Westhoughton, Bolton; John Tabraham of Prescot, Merseyside; Peter Cochrane of Billericay, Essex; Andrew Lea of Orsmirk, Lancs; Graham Matthews of Tunbridge Wells, Kent; Jamie Lister of Exmouth; M Edwards of Shepperton, Middlesex; Jason Nichols of Kings Lynn, Norfolk; Spencer Gore of Pangbourne, Berks; Marc Panetta, Reading, Berks; Mark Heslington of Scarborough, N Yorks; Stephen Jolly of Chorley, Lancs.

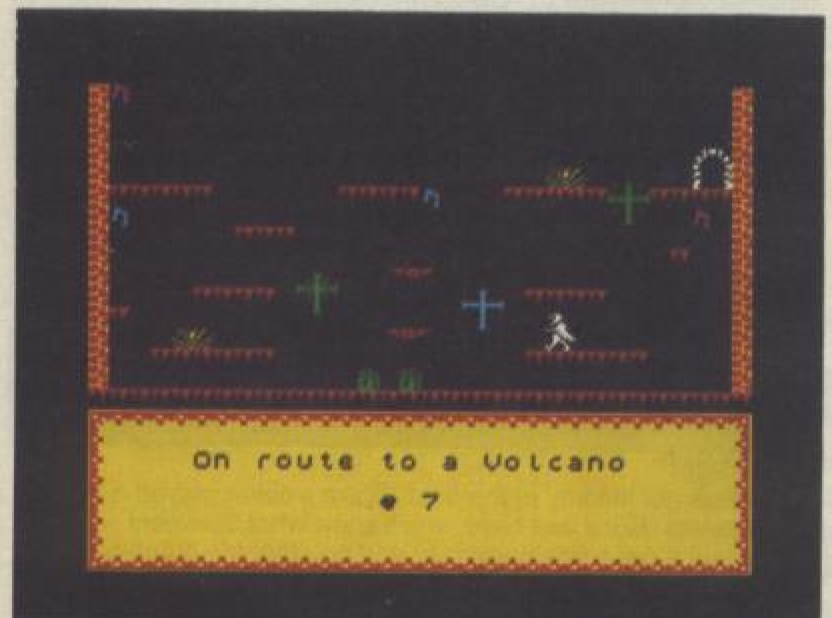
**Central Solutions/99p**

**Max** I never liked the Genesis album. And I didn't like the game. Central specialises in budget games but you can take the 'budget' bit too far.

For a start, it's a *Manic Miner* — collect the musical notes, avoid the sprites, jump the platforms. Still one of the best games anyone ever designed. But this particular example has a poxy 15 screens, flickery sprites, attribute problems and very little content.

In emergencies, when there's nothing else to say about a game, you can usually describe the contents of each of the screens. Umm, my attempts at mapping consist solely of On Route To Volcano ... leads to ... ZX Basic. Ooops. Central can do better than this. And so can you.

Graphics / Playability / Value for Money / Addictiveness — **2**




# A Trick of the Tale

# THE COMET GAME




**Firebird/£7.95**

**Rachael** Halley's Comet is a germ bag and it's up to me to save the earth (yet again?). But *The Comet Game* is a whole different bag and I think I'll sit this one out and let the earth perish if it's all the same to you.

En route to said celestial dirty snowball the astronaut is in a state of suspended animation, leaving the ship's computer to do the boring day-to-day jobs. It would be more fun to play the sleeping spaceman but instead you get to play the computer.

It's often been said that computers aren't actually clever but they're good at doing repetitive tasks fast. Human beings on the other hand soon get bored with repetition. This game is structured around the repetition of five simple arcade games leading to a final shoot 'em up. Yawn!

Quite what Firebird is doing releasing it is beyond me unless it couldn't resist doing a tie-in without having to pay royalties! The comet should now be winging its way back into space. I only wish it would take this game with it!

Graphics / Playability / Value for Money / Addictiveness — **3**

# BIGGLES

**Mirrorsoft/£9.95**

**Rachael** Time to starch those upper lips and start bashing the Hun and... ZZZZAPP! Cripes — time travel! I say — this just isn't cricket! You seriously expect Biggles to battle it out with this... this *colonial* type fast food jockey by his side?

Sorry, but that's just what they do expect of Biggles on the big screen and in this, the inevitable tie-in. So chocks away with the Spectrum and let's see what's cooking.

First, it's aerial combat. Here you have to take the crate up over enemy lines and go in search of the secret weapon. You get a side-on view of the old bus as the Fokkers throw everything they've got at you, but Biggles can duck and dive, hold back and accelerate, blast away with his machine gun by pumping away at the fire button or drop a bomb by holding it down. Phew! This isn't the smoothest alternative to two fire buttons though and often leads to mistakes and... RRRRIIPPPP!

Dash it all, there it goes again. Every time you're in mortal danger you flash through time like a watch with a wonky main spring! Now it's over the battlefield — and under it when you dive down the ladders into the caverns. If Biggles wasn't a monochrome sprite he might well be wearing a *Green Beret* for this section as he braves the machine gun fire. You'll need your grenades to clean out machine gun nests — because nobody likes a dirty machine gun nest — and you can re-arm in the caves. You just need to take potshots at Jerry and dodge and... WHOOOSHHH!

Oh dammit, not again! Now it's 1986 and the London skyline and here's that pesky American. I think I even preferred Flanders Field to this.

The idea is to leap from roof to roof dodging the SAS men. Luckily they must have their balaclavas over their eyes since whenever a character ducks down he becomes as good as invisible. By switching between Biggles and Jim it's possible to draw their fire and dash to safety and... FFLASHHH!

So it continues until each section of the game has been completed, in the correct order. Do that before losing all of your strength in any one section and you'll get the code to help you through the second part of the game.

Move to side two and it's a different programmer, different game. This time it's a helicopter flight simulator — and if you want to know what a helicopter is doing in 1917, would you believe it fell through a hole in time! No, thought not!

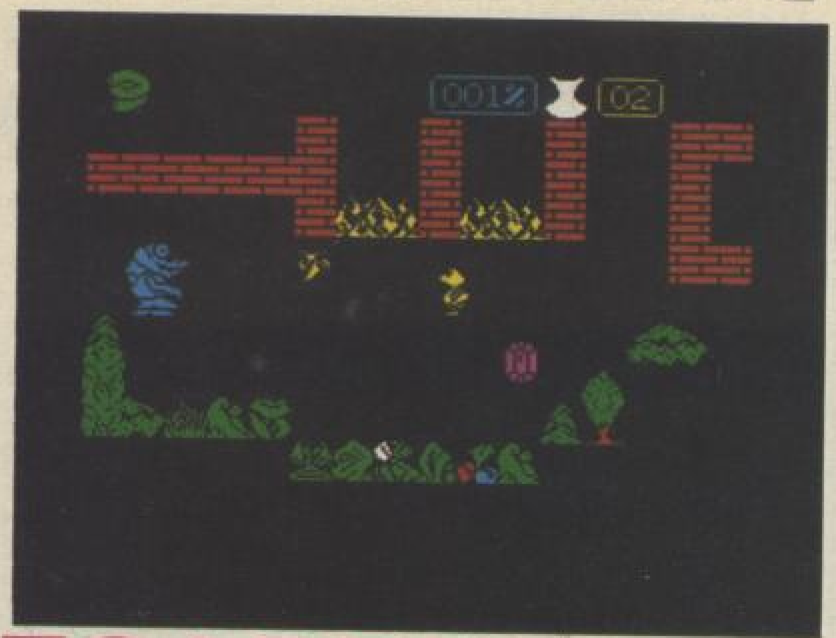
There's lots to keep you occupied during this joyride which adds a strong strategic element. You've got to pick up a variety of objects to help you on your way and remember not to neglect your friends and allies. Algy, Ginge and Bertie are all ready to climb onto your chopper. Then there's Marie... What? Good old Biggles and a woman? Don't worry! He's only got to deliver her to safety in a convent before he can start bashing the Boche.

Eventually you'll reach the secret weapon and then you have to hope that you've got the right people on board and the right equipment. Destroy that and it's back home in time for tea and a crumpet in front of the fire. Wizard wheeze, what?

No, sadly not that wizard — more Sorcerer's Apprentice. Biggles it may be — but for me it never really gets airborne.

Graphics / Playability / Value for Money / Addictiveness — **7**






# TOADRUNNER

**Ariolasoft/£8.95**

**Phil** D'you ever get that feeling ... you know, like when you're a toad who's really a prince, 'cos you've been transformed by a wicked witch? And you're looking for the princess who'll snog you back into a prince again? Yeah, you know the feeling. And you have to kill the Stone Master? Yep, happens every day, dunnit?

This is the next step in world domination from the programmer of *Riddler's Den*, a somewhat similar tramp through the catacombs in search of arcade adventure. Although bearing some resemblance to *Riddler*'s in its gameplay — the use of four numbered pockets for example — it's a completely different toadgame.

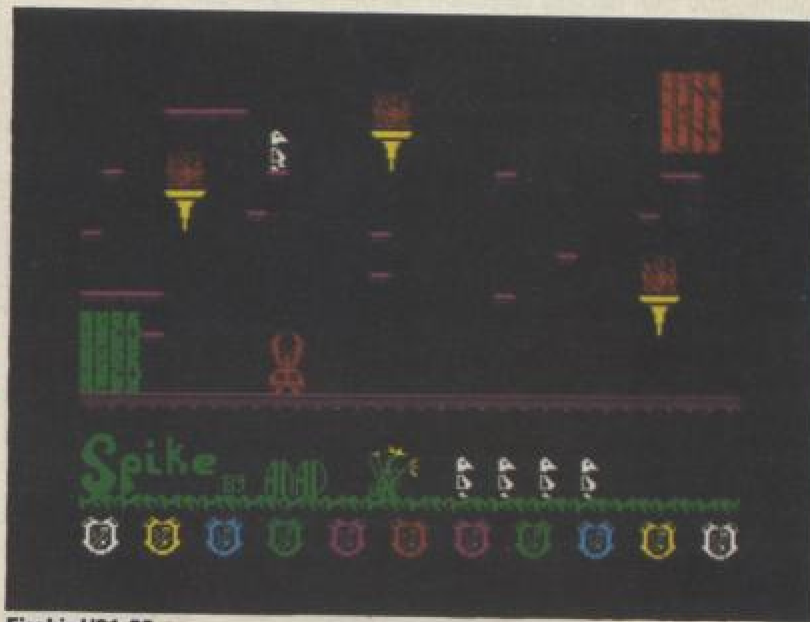
You've got to find the Princess... but that's not quite as easy as it sounds, 'cos in your way are a drooling host of the Stone Master's evil minions. To foil these foul pests (spit) you have to manipulate objects you encounter, shuffling them round in your 'pockets' until you devise a method to see them off.

As a game it's an entertaining plod across the lily pad, but not a particularly thrill-powered one. But having said that, I'd probably play it quite a lot, 'cos I like a challenge ... Just one major criticism, though. There's something called a triple exit — a fiendish device consisting of three 'out' doors. Concealed beyond the screen are deadly hazards that lurk in just *two* of the exits. Until you go through one you don't know which ones hold the hazard. If you guess wrong, you're not only dead for your current life, but you lose all your remaining lives too! Okay, so you restart the game and decide to try the triple exit again, this time trying a different exit. Then you find that the hazards are set up *randomly* each time you restart the game! How are you meant to win? There are several of these unguessable trails in the game, just sitting there waiting to sow untold frustration and sudden death on an unwitting player. So, be warned!

However, it's actually quite a good game — the graphics are very twee, especially the little froggy character. In fact I like being a frog so much that I might not even bother finding the princess at all!

Graphics
Playability
Value for Money
Addictiveness
**7**

# SPIKE




**Firebird/£1.99**

**Rick** He's got the key of the door, Spike's never played a Firebird game before. But if you have, you'll know what to expect — competent if not zowie gameplay and presentable graphics that can make a game look slightly better than it really is.

This particular example is non-violent, non-sexist and good clean family fun. Sounds yuk, eh? It should actually keep you occupied for ages and you'll need plenty of the old grey matter and razor sharp reflexes to plot Spike's progress toward the Hall of Dreams. Ah, wouldn't we all love to get there!

Spike has the belly of a qualified Abbot drinker but it doesn't stop him being a speedy mover and nifty little jumper (my mum gave me one of those once). Having mastered his leaping motions you have to make him jump at the correct door to gain entrance to the Golden Dream world. He has six lives and with no time limit there's plenty of chance to practice and believe me, you're gonna need it.

Once into the Golden Caverns Spike'll have to gen up on his gymnastics as he has to avoid various Guardians of the sphere (as we Evertonians like to call our illustrious back four) whilst he attempts to gather keys. Once you've located and retrieved the Dream Sphere the fun really starts! Not only do you have to retrace your bounds through the cavern maze but you must make sure you keep contact with the sphere. It's a bit like the magician's trick with the wand and ball, where neither seem connected yet both are inextricably linked — much like our T'zer's brain and mouth.* Don't be too unsubtle else contact will be lost and all your travails will have been to no avail. Solid if unsensational stuff from the Silver range.

*Ed's note: this was unfortunately Rick's last review before his early demise.

Graphics
Playability
Value for Money
Addictiveness
**6**




# HELICHOPPER

**Firebird/£1.99**

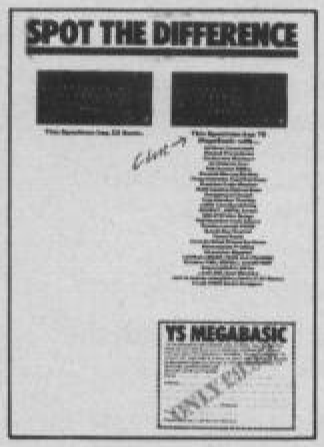
**Rachael** It's whirlybird time again as you get in a spin rescuing clones — though why you should want to I don't know. Seen one, seen 'em all.

Twenty three budget screens of chopper action in all, in a very standard (I mean, just how standard can you get?) dodge and bomb sprite based arcade game. Land screen right where the Xerox Man will board; take off; dodge what look like jelly beans, the projectiles from the ship and the deadly homing ducks. Drop unlimited bombs though be careful as some of your opponents actually breed by having twenty tons of TNT dropped on them. Land on a ledge, screen left, when the ledge above it flashes white and the man disembarks. Next man; beat the clock; try to stay awake.

It may hold the attention for thirty minutes but I can't see any critical player coming back for more.

Graphics
Playability
Value for Money
Addictiveness
**5**

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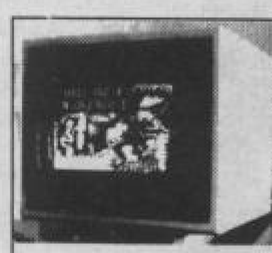
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# THEATRE EUROPE

**PSS/£9.95**

**Gwyn** Plenty of drama in this theatre because if there's another World War, Europe will be the playing area. Obviously a game like this lays itself open to charges of bad taste. Nothing could be further from the truth. War is the bad taste. A serious, well researched program like this is an insight into the nature of modern war.

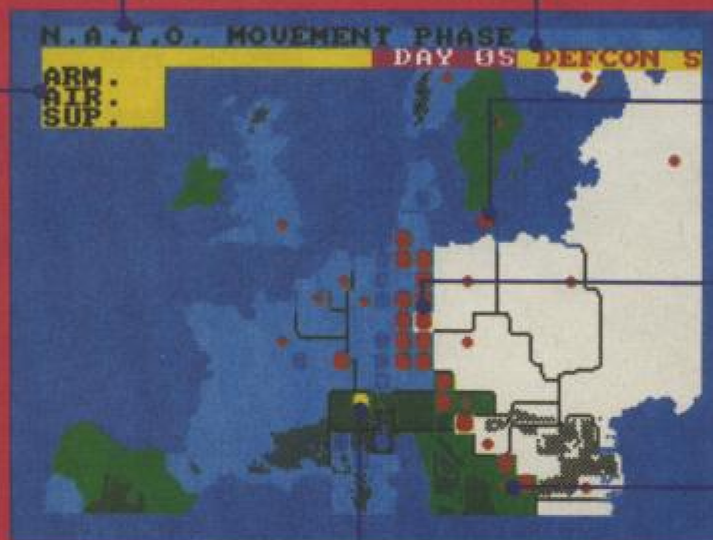
The game plays extremely smoothly. Computer wargames seem to work better on this large scale. Everything is cursor controlled, with the option to change moves that you immediately regret. There's not a wealth of information but what there is is presented clearly.

After the initial options, including the choice to play either Nato or Warsaw Pact and computer vs computer, it's into the command centre.

In traditional wargame style each round comprises movement then combat. Next comes an optional arcade sequence — the one feature I didn't like. It takes the form of a shooting game that alters combat bonuses, but if you feel like me you can always ignore it.

After combat has been resolved it's time to reinforce those key areas, air power and supply. You're then presented with a different type of command screen to allocate planes to various missions, ranging from air superiority to reconnaissance. Next come the special missions — where you can choose chemicals that could trigger a nuclear response, or your atomic capability on one of two levels. Choosing the latter being is highly likely to result in a nuclear exchange and zero for command capabilities.

Your main objective is to survive for thirty days — all the experts reckon it'll take for the traditional armaments to run out. The West would then win the race to re-arm and so win the war. However I found that I was being forced to retreat further and further into France and eventually chose gas and finally a limited nuclear strike. The world ended with a bang, not a whimper.






World War Three — the arcade game. Using the base line icons you launch the right defence against an invading enemy who glides across the sky or out of the distance. Not the most sophisticated game but the same scene also does pretty things if you nuke it.

Details of the effects of these special missions, and the request for the codeword to launch missiles are communicated teleprinter style. It's a simple but effective device which makes the computerised 'friendly' signing off all the more chilling.

Reading the excellent booklet enclosed with the game spells out the futility of modern warfare clearly enough... but never so clearly as playing a simulation.

This is far from being a piece of bad taste exploitation. It's a highly moral, eye-opening introduction to the military mind which, to even consider the possibilities here, must be somewhat psychotic.

Graphics
Playability
Value for Money
Addictiveness
**8**

# EQUINOX

**Mikro-Gen/£9.95**

**Gwyn** Knox, knox. Who's there? Wally. Wally who? Wall, 'e can get out of 'ere because these are strictly Equi knocks.

A timely break from the Week-ly mode by Mikro-Gen with a plot that combines Richard Branson-style litter collection with Kiev-style radioactive waste. It's the interminable depths of space again — ever feel you've been there interminably? — the asteroid Sury-Ani 7 to be exact. It's here that the cannisters that'll crack your Geiger counter lurk, deep in the mines (... but you're welcome to them).

Luckily you have a disposal droid to do the dirty work, a cute little spinning thing that looks rather like an overweight Frisbee, or even a fifties flying saucer (which, in reality, probably was an overweight Frisbee). You've got a vertical thrust control, left and right, pick up or use and fire.

Your mission is to locate the litter, dispose of it and then find a pass to take you onto the next level. But it's all a race against time before you exhaust your lasers, run out of fuel or the isotopes reach critical mass. And, of course, space wouldn't be space unless it was full of aliens getting in the way, would it?

*Equinox* comes to the Spectrum from the Amstrad and at first I'll admit disappointment that the graphics, though still imaginatively drawn with some big chunky mining machines and the odd animal blinking away, lack the glowing colour that Alan S's other machine can generate. The opening music, even though it simulates two channels, also sounds quavery on the Speccy.

So are there rewards to compensate? At first I wasn't sure. This looked and played like a sub-*Sorcery* game. But then I began to do things and stopped floating around, just blasting at the blasted aliens. Lying all over the asteroid are useful articles that enable you to obtain tools, open doors, use teleports. Where you thought you had only nine chambers you realise there are sixteen! Suddenly it's much more fun.

Unluckily it isn't obvious at first just what object is needed where. Now I know you'd never want it 'obvious' ... but I've included a few clues all the same. They should get you started but after that you're on your own with only the lessons from level one to help.

Not a bad little game after all, allowing for the Spectrum's limitations. But I can't help feeling a slight twinge of envy for Amstrad owners — even if they do have to call their machines Arnold!



The first thing you'll need is the teleporter credit and it's found in the deepest room and looks like a pale blue record. Use it when you're sitting on the teleporter then press 'Up' to activate. This gets you a drill which you'll need to crack the safe filled with dynamite that looks like a log fire in the room at the top of the lift.



Using the explosives will clear the rock fall to the right of the room with the door to the left. The cannister is through here as is access to another teleport credit that you'll have seen from the lift ... and a key to that door!

Graphics
Playability
Value for Money
Addictiveness
8

**Creative Sparks/£1.99**

**Gwyn** Oo eck, if it isn't Danger Mouse and Penfold back on the trail of the evil Baron Greenback. An odd sort of hero, D M, in an odd sort of game.

Part one is a shoot 'em up for our rodent hero as he sets off to rid the world of the Crocodilian menace in his flying car. A variety of mutant monsters is launched at the vehicle which alters its height to take them on in one-to-one combat. Only it doesn't just blast away. You have to choose the picture of the beastie from a sub-window, before it bites the dust. On the easier level this is automatic most of the time, but for real heroes it's necessary to spool through the options.

Once this perilous journey is completed there are two screens of jungle. The first is a Turtle Bridge but be snappy as there's just one alligator to bounce on. Timing is made more difficult by the presence of Penfold. Your leap has to allow for the fact that he'll follow, just behind you. Crossing the other screen means climbing a tree and dodging a deadly black panther. Again Penfold acts true to form and is a hindrance rather than a help.

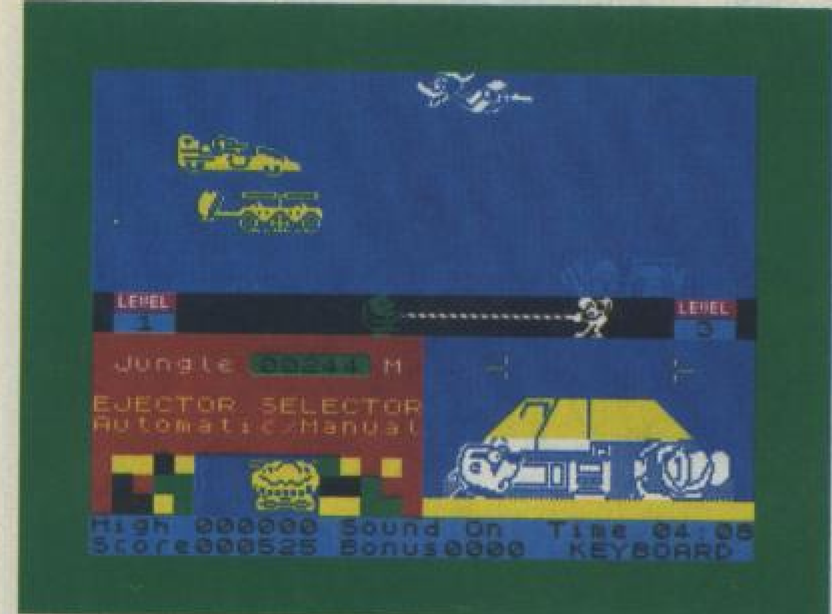
Then it's off to Greenback's lab where he's bringing the android Danger Mouse to electric life. Here you have to play a strange strategy game, changing the colour of blocks on a grid to transform the yellow lights into red ones. It actually sounds more complex than it is to play.

# NINJA MASTER

**Firebird/£1.99**

**Max** Look out, the Ninjas are a-coming to get you. And they're a nasty lot, what with all the in-breeding in the ancient land of the rising sun. Well not quite because this martial artser is different from most.

It's so budget that you don't even get to fight anybody. What you have to do is belt up the ranks to the ultimate of Ninja Master by passing a four stage test, over and over again.




That, in a nutshell, is how you save the world, and the temptation would be to say 'so what' if it wasn't for the fact that it's so well animated and true to the flavour of the cult cartoon. Take that first section, for instance, where as well as the side section you get a view through the windscreen with Danger Mouse and Penfold exclaiming at every collision.

The problem with this is that while the game's most obvious players are at the junior end of the market, it just doesn't play smoothly enough for the very young — yet older fans, who secretly sneak in front of the TV at Danger Mouse time, are unlikely to find it holds their attention for long. Given that it's a budget title though, it's worth a look.

Graphics
Playability
Value for Money
Addictiveness
**6**

# DANGER MOUSE IN DOUBLE TROUBLE



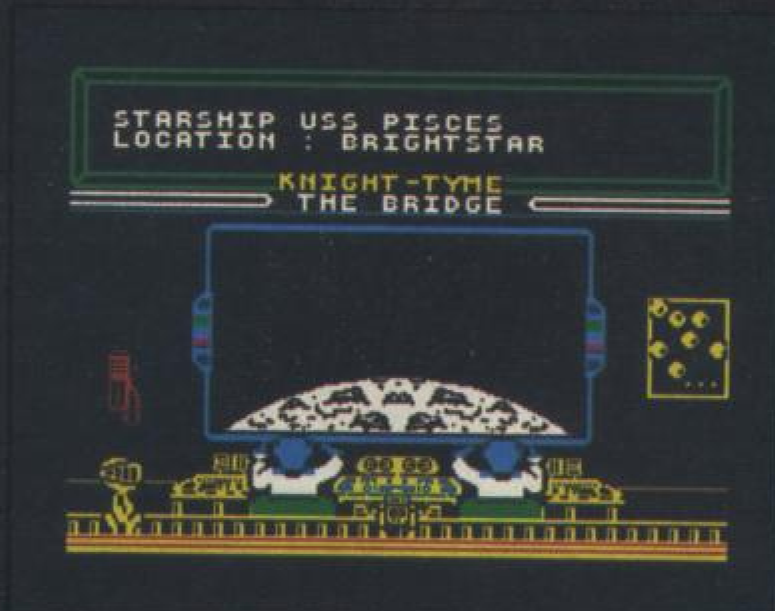
And the tests are nasty. You stand alone, feet nailed to the floor while they shoot arrows at you. Kick and punch 'em away (hardens the skin you know). Next, do a *DT Decathlon* to break both a log and your keyboard in half. Bat spinning stars away with your sword and bop things with your blow-pipe.

All good clean repetitive stuff if you like this sort of thing. Bit like me and driving tests really. On second thoughts, if you do like this sort of thing, you can find a game with a lot more to it. Free Hex Loader winning tip: take your joystick interface off to make it work...

Graphics
Playability
Value for Money
Addictiveness
**3**

# KNIGHT TYME

YOUR SINCLAIR MEGAGAME




**Mastertronic MAD/£2.99**

**Rachael** The nights are getting shorter; the Knights are getting shorter (Magic); and the *Knight Tyme* has got shorter. Yes, all those experiencing dejà vu from this re-vu, the third part of the Magic Knight saga is here for those possessed of smaller memories.

The easiest course is to refer you all back to last month's look at the 128 version (back issues available at dirt cheap prices), so I'll just sit around and twiddle my thumbs while you skip through it.

(Rum-te-tum...) Magic Knight stranded in the future on board the Pisces, has to get back to his own time before the forces of law catch up... (La, la, la...) Windimation technique of pull-down menus for commands... magic... take and drop... communicate and special commands... (Just time to make a cup of tea...) Animated central character and a whole host of others once you've got command of the ship and can steer it from planet to planet... (Slurrrp!)

Haven't you finished yet. What an incredibly slow reader. Well, I can't wait around all day so see if you can get your literacy skills round this one... IT'S ACE! Big letters, little words. Got that? Good. Then I'll continue...

Obviously sacrifices have had to be made to cram even the most half-cut noble into the half size Speccy. There are fewer screens and the cast has to work harder as David Jones has pared down his original concept. You'll also miss out on that super music that there was originally room for.

So am I saying give this 48K version a miss? No. But I am saying, get jealous of all those who can run the full verson. But buy this all the same. Play it. You'll love it. And finally, when your standard, unspecial K machine melts down or whatever happens to old Spectrums, and you join the big boys (and girls... of which I'm one!) then it'll only cost you £2.99 to find out what you were missing, and your total outlay of under £6 will still be better value than many more expensive programs!

Graphics
Playability
Value for Money
Addictiveness
**9**

# ACTION REFLEX

**Mirrorsoft/£7.95**

**Luke** Well, I'd just like to be the first to say sorry for harping back to the *Jet Set Willy* classics but, although this game is completely different, it's very similar. (I'm sorry I'll write that again!) What I'm getting at is that the *JSW* games were an exercise in getting Willy to just the right place at the right time, jumping at just the right moment, and it was the same each time you negotiated that screen. Yes? And it's the same with *Action Reflex*, only this time you're controlling what looks like a football...

The scene is set in a series of underground caverns, full of strange obstacles, and it's your task to get around 25 screens before the time limit is up. Once you've done that, you set out on the next of the three mazes. Don't ask me what happens on the third maze — I've yet to get there!

The movement of the football is wonderful — whatever algorithm the programmer has used mimics the real thing perfectly. You can move the football left and right, and bounce it up and down. It does take a bit of getting used to, though, as the ball slowly accelerates and decelerates according to an exponential or parabolic curve, gathering momentum as it moves — ask your local mathematician if you're not sure what I'm talking about. Whatever ... you'll soon get the hang of it within about five goes.

Moving around the screens, there are all sorts of things to watch out for — like the ball disappearing into lakes, being destroyed by fire burst, being punched up to the ceiling and shot with an arrow, hitting overhead magnets and, of course, the various coloured wobbly meanies that shuffle about generally getting in the way. Within the time limit, you have an infinite number of lives — but each new life means that you lose a couple of valuable seconds ... making it very difficult to get around all 25 screens before your time runs out. Points can be picked up on the way by 'walking' the ball through them — these are then accumulated so you can gain objects, such as a ring, hammer and key. These'll come in handy later on.

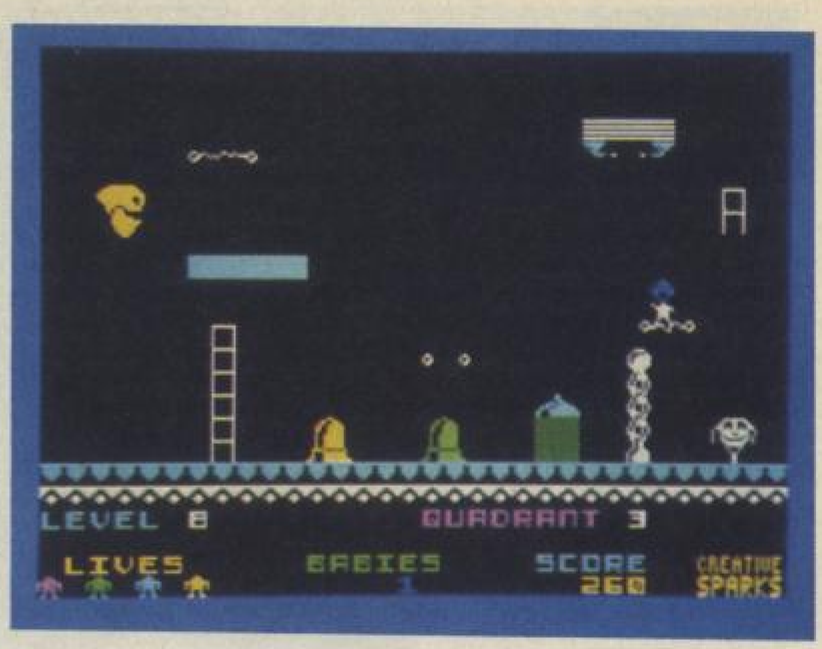
Which brings me around to my original point about the game being a little bit like *JSW* and, in particular, *Manic Miner* (if you can bring yourself to remember that far back). When I first played *Action Reflex*, it took me my full time limit to get through the first five screens of the first maze. After five or six attempts, I'd sussed out a 'safe' route and managed to get through about 12 screens ... and so on ... until I'd cracked the first maze. But the most frustrating bit is having to get through the screens you know well, especially if you keep making silly mistakes, until you get to a screen you haven't seen before.

Yes, it's very clever, and it's one of the most addictive games I've played ... but I think a better title would've been 'Learned Response'.

Graphics / Playability / Value for Money / Addictiveness — **8**




# KIDNAP




**Creative Sparks/£1.99**

**Rick** Kkrudd to the left of me, Kkrudd to the right, Kkrudd, Kkrudd, everywhere and not a Kkrudd to eat. The mega-evil (or is it medieval? — this game concept's so old) Krudd are the baddies who've pinched all the babies and cruelly put them into suspended animation about their house.

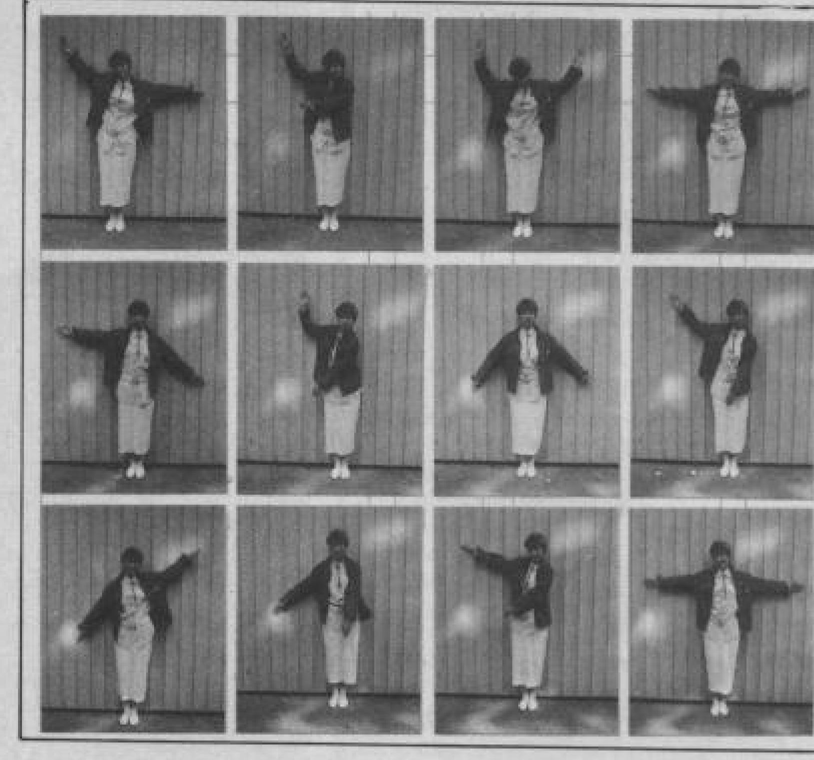
Hence the name of this little gem from Creative Sparks — *Kidnap*. Hah, I bet all you Robert Louis Stephenson fans out there were getting steamed up with the idea we'd be wandering the Scottish moors? No such luck. Instead, we're inside Kkrudd House and your task is to travel around it, collect the babies and return them to the Magic Pram. And all because you've got to save civilization.

This high-speed platform arcade has thirty-two screens split into four quadrants on eight levels. All the baddies (and there are quite a few thou of 'em) repeat the same circuit, but there are so many of 'em that your little lunar module look-a-like is really gonna have to shift. Luckily you've plenty of lives (well, five anyway) and various ladders and lifts to whizz you away from it all. And, if you don't make one of those death defying leaps beware of the stomach churning plunge to the depths. Like Dumbo you're unarmed and harmless, relying on your reflexes, wits and forward planning. It's fast, furious and fun, fun, fun. And all accompanied by the most frenetic music. Kkrudd, Kkrudd, glorious Kkrudd.

Graphics / Playability / Value for Money / Addictiveness — **7**



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# YS Adventures



Illustration: Dolores Fairman

Having trouble with your Thing? Then you must either be Adrian Mole or be playing the latest in the Questprobe series. We can't do much to help you with the former but Rochdale Balrog **John Wilson** offers some help in getting started on the latter. As Torch, get the candle and then TIPRAT YLF. Switch to Thing then HTAERB DLOH DNA SEMIT EVIF TIAW. When Thing goes under, switch to Torch and type HGIH NO EMALF then RAT THGIL. Torch can then SLLIH YLF and Thing can NWOD LEEF.

If you fancy a fanzine then John has also sent me copies of one he writes for, *Insight*, in the hope that I might give it a mention. It concentrates on solutions rather than reviews and I think it's sensible for at least one magazine to be different and specialise in that area. Each issue contains full or near-solutions to at least a dozen adventures, most of them available on the Spectrum, along with individual tips and news items — plus a few POKEs for arcade games. Anyway, you can get the latest issue by sending £1 to **R. Dawson**, 4 Union Court, Westgate, Otley, Leeds LS21 3AS.

A simple question comes from **Dazz Finla**[y] of Manchester. How can I defeat the Djinn to complete the second part of *Sinbad And T*[he] *Golden Ship* he asks. A simple answer, too, if you can read backwards: SMEG EHT [?] EVIG. **Richard George** of Heswall is having torturer trouble in *The Never Ending Stor*[y]: NIOC EHT MIH EVIG.

A longer answer is needed for **Way**[ne] **Jackson** from Bradford, who wants to know how to find the metal plates in *Gremlins*. Go to the EROTS and mend all the STNE[?] DEHSAMS except the one in the ERAWDRA[H] department by saying ETALP DLEW wh[ile] carrying the HCROT DNA EPIP.

**Pauline Cahill** of Southampton wrote [to] say that she was very new to adventures and h[ad] just bought her first one, the instructions [of] which say that it 'obeys all the usu[al] instructions.' As she found, it's a bit difficult [to] know what the usual instructions are wh[en] you're only playing your first game. So, I wro[te] Pauline a long letter rather than fill the colum[n] with information most of you will be famili[ar] with. But if any of you do want a beginne[rs'] course in adventuring then let me know and I['ll] do one 'by public demand.'

I've been asked to act as rejuvenator to **Bet**[?] **Morag** and **Mario** from Corby, thou[gh] whether that's two or three people I'm not su[re]. I always thought Mario was the character fr[om] *Donkey Kong,* anyway. The reason [for] rejuvenation is the lack of beauty sleep, a[s] they ask how to beat the stitched-up swamp [in] *Espionage Island,* which was given as an earl[ier] clue. For all readers who need clues to the clu[e], the directions you need are (forwards this tim[e]) S-E-W-N. Geddit?

**Peter Rowland** of Northumberland sa[ys]

that in *Heroes Of Karn* he's tramped the Pilgrims Hill so many times it must look like a valley by now. Peter didn't know what to do next, so he sensibly gave me a list of objects that he's found and those he'd used. That enabled me to work out what he hadn't yet done, such as killing the serpent: DRIB HTIW TNEPRES LLIK OT NEREB TEG.

I've heard again from **Richard Grandorge**, or "Grand Ogre" as he now calls himself, and he's concerned with *Hobbit* habits. Richard managed to do what few others have and that's kill Smaug without the help of Bard. When he saw the dragon he ate some food then attacked it twice with the sword, whereupon the dragon dropped dead.

**Ernest Nickells** of Battersea is getting battered by the Goblins in *The Hobbit*, a painful experience. Every time he escapes from the dungeon he gets thrown back in and so he pleads with me to tell him the directions to take to reach the Magic Ring. Just for you, Ernest, and printed in the correct order: SE-E-SE-E. This reader really is having underground problems, as he can't escape from the underground room in *Hulk* either. Make sure first that as Hulk you have LLAW DEHCTARCS, then NMULOC SLUOS DNIK EHT DAER. He's also finding it difficult to get past the Barrow Wight in *Lord Of The Rings*. Do you know the ring you're trying to get in *The Hobbit*, Ernest, and what effect it has on you if you wear it? Use that knowledge here, too.

Worms are creeping out of the woodwork at last — those claiming to be first to solve *The Worm In Paradise*. Unfortunately, of the two claimants, **John Barnsley** didn't tell me when he'd finished it, while the second reader wrote on the day he or she solved it, 29th April, and was obviously so excited that they forgot to sign the letter. I think John Barnsley probably got in first from what he says, but let's at least have your name, whoever lives in Four Oaks, Sutton Coldfield.

A long letter came in from **James Elliott** commenting on the new adventure pages and making various suggestions, one of which was to include a regular letters column, and another to have more space. I think if we can prise a few more pages out of the Editor *(We'll see, we'll see! Ed)* then I might include a letters column, but at the moment the important things seem to be reviews firstly, then tips, solutions and sorting out problems. Interviews and software house profiles are also on the cards for future issues. James also suggested including an extra category for VOCABULARY in the review ratings, to say how comprehensive and friendly the parser is. I thought about that but decided against it, as I do try to mention any restrictions in this direction in the review itself and most adventures do cater for a reasonably wide range of inputs. But thanks for the letter, James, and other readers thoughts are also welcome. I'll probably ignore them completely but they're still welcome!



# *Venture forth with Mike Gerrard*

# News

**We're a bit short of review space this month, thanks to Level 9 and Incentive both putting out impressive releases. So let's start with a news review of Firebird's *Seabase Delta* in its £1.99 Silver Range. This is the follow-up to the successful *Subsunk* — well, successful judging by the number of letters I get about it. *Seabase Delta* is by the same authors, so expect a similar look and feel to the game, especially in the occasional touches of humour.**

**As famous reporter Ed Lines (*Thass my boy! Ed*) you sent the all-important message at the end of *Subsunk*, only to have it intercepted by dastardly enemy agents. They use fiendish magnetic forces to draw the sub into their base, Seabase Delta, where you must locate your mini-sub and make good your escape. There's an extremely stupid routine at the start of the game — you travel round in a miniature tube train and have to keep entering the sequence of commands ENTER CAR, FASTEN BELT, INSERT CARD, UNFASTEN BELT, LEAVE CAR. Then you wait for the illustration to be drawn and blow me if it's not the same illustration at the six consecutive locations you have to travel between. Fortunately, it perks up a bit after that — I'm currently wondering what to do with a sleeping hen. Feed it to the octopus maybe?**

Also from the British Telecom software arm comes the long-awaited MUD-pack. No, that's not an attempt to make the *YS* team more beautiful (how could that be possible?), but it's what you receive if you want to join in and play the *Multi User Dungeon*. Dust off your modem, join up and log-on to the multi-player adventure game that's available now and has become something of a cult for those privileged enough to have played it.

If you don't want to fork out the full £20 subscription right away (which gives you the pack and three hours of playing time), BT has come up with the cunning ploy of allowing you into the game as a guest for 10 minutes. When your time is up you're logged out but your character is not saved, which it would be as a full player. Obviously you pay for the time you're logged on. If you want to sample *MUD* dial 01-998-8899 (1200/75), 01-997-9433 (300/300) or A21880100300 (PSS). When asked for a Username and password you must enter MUDGUEST, and PROSPECT respectively. Naturally BT's hoping many of you Prospects will turn into full subscribers, and once you start you'll need to buy credits at a cost of £10 for 50. That'll keep you MUDdling along for five hours, though credits get cheaper the more you buy. You don't need a modem to get further details, though, just dial the MUD-line (like a hot-line only messier) on 01-608-1173.

*Guaranteed to be messier than your average adventure is* The Boggitt, *with no prizes for guessing that this is the latest adventure from the pen, or should that be the quill, of Fergus McNeill. CRL, which is publishing the game, says that it should (fingers-crossed) be ready by the end of June at £7.95. For that you get a three-part graphic adventure with over 100 locations and the ability to transfer data freely between each part.*

*If you can face playing the role of a character named Bimbo Faggins, this could be just the game for you. Grandalf tricks Bimbo into going on a camping holiday, though Bimbo doesn't realise that an ancient wizard always has something up his sleeve. In this case it's Daug the dragon, living to the east of Wilberland. Grandalf is hoping Bimbo will bring back some of his dwarfish treasure, cashpoint cards and priceless Van Gogh collection. First, though, Bimbo must cross the Wiffy Mountains, ford the Anadin River, battle his way through Berkwood and deal with the poncy elves. Bimbo Faggins versus poncy elves? The mind boggits at the thought.*

***The land of Oz sounds fairly normal by comparison. (Oh, and I mean the place where the wizard came from, not the land of kangaroos and hats with corks on.) US Gold is releasing* Return To Oz *in its 'Kids!' series of adventures at £7.95. If you know a 'kid' who isn't quite ready for* Lord Of The Rings *(let alone poncy elves) then this adventure could be more suitable.***

Spectrum Adventurer *is the title of a new tape magazine devoted to... guess what? Published monthly at £2 a time by SAEC, 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RT, the first issue is just out and contains a small selection of letters and reviews, a competition to win a colour monitor (for the first to solve an adventure published by SAEC), hints and tips and so on. The editorial piece does a round-up of adventure columns in all the magazines and concludes that "Overall we found* Your Sinclair *had the best adventure content."*

Finally July sees a new adventure release from Melbourne House entitled *The Hobbit*. No need to check the date on the front of the magazine, it's still 1986, but Melbourne House has decided to re-package and re-price the adventure for the benefit of the three or four of you who haven't yet bought it. Now you can buy it for £9.95 in a double cassette case but without the accompanying paperback of Tolkein's original story. You can still buy the £14.95 version with paperback, but this will hereinafter be known as the gift package. And just when I thought I'd answered my last query about escaping from the Goblin's Dungeon!

## LOST SOULS

A very large cry of HELP comes from the direction of **Mandy Dakin**. She's stuck in *The Fourth Protocol*, where she needs to know how to decode the lift code in Sentinel House, and she says she hasn't a clue who or what SVETOFOR is. Can one of you super sleuths out there write to Mandy at **8 Storer Road, Loughborough, Leics. LE11 OEQ?**

Jonathan Beard is prepared to beg, snivel and creep in order to get help in *Robin Of Sherwood*. He's got 200 gold pieces from Gregory and 100 from the statue of Azeal, but he still needs another 100 to satisfy the greedy nun. Send any gold you can spare, or failing that a clue, to **3 Bushey Lea, Ongar, Essex CM5 9ED** (Jonathan's one of the Bushey Beards, I see.)

Gold is also needed by **Carl Young**, who'll receive donations at 128 Kingsthorpe Close, St Anns, Nottingham. Carl needs them to pay the guide in *Soul Of Darkon*, where he also needs help over what to do in the blacksmiths and how to remove the loose piece of statue in the opening location.

**Alan Saunders** is somewhat miffed because last time his address was printed in *YS* it came out at Marybell, which he says sounds more like the name of a cow than a street. We'll have anudder go at getting it right this time, Alan. To compensate, I'll allow him an arcade-adventure plea on *Spellbound*, where he needs any help at all, and on the more acceptable *Avalon*, where he wonders how you can achieve the top rank. Alan resides at **8 Maryfell, Sedbergh, Cumbria LA10 5AR.**

**Mike Stockton**'s stuck in Mirrorsoft's *Ashkeron* and in *Demon Knight* from the Argus *30 Games* collection. Despite *Demon Knight* being in unprotected Basic, Mike says he can't get any further than the first few locations. Is there a secret passage in the throne room? Are there any objects other than the rope, torch and letter? In *Ashkeron*, how does he get food and how does he escape from the dungeon and the screaming room? Mike's screaming for information at **11 Chestnut Close, Hoole Lane, Chester, Cheshire CH2 3EJ.**

**K. Hansen**, screaming or otherwise, lives at **72 Blacklands Crescent, Kilwinning, Strathclyde KA13 6HT.** How do you feed more than one man-eating plant with one dead pygmy (now there's a question) and how do you get past the waterfall in *Morden's Quest*, and how to cross the multi-coloured desert in *The Never Ending Story?* (HTUOS YLF DNA TRESED FO EGDE OT OG NEHT ROCLAF TEG).

**A. Rothwell of 95 Buchanan St, Blackpool FY1 3BP** thinks the adventure page is 'real cool', and no doubt it would be cooler if someone would tell him how to get up the tall tree where the elves hang out in *Lord Of The Rings*. Well, they don't actually hang out of the tree, but I know what he means. According to **Ian MacMillan**, when he enters the command CLIMB at this location he's told 'You climb up the match.' Maybe you should try lighting your pipe with the tree, Ian?

Finally a tale of two titles, the first being *Colditz* from Phipps, the second being the rather different *Castle Colditz* from K-Tel. I've clues galore on the first one, but not on the second, so can anyone help out on that? One reader who's been stuck in that one for months is **Mrs S. Tomlinson of 22 The Limes Close, Matlock, Derbyshire.** Mrs Tomlinson's having trouble with the radio room, flour store, wine cellar, hall of banners, cold store and guard house. She guesses from the map she's made that the way out lies through the guarded doorway of the guard house, so can anyone help Mrs T. escape from *Castle Colditz?*

## KIND SOULS

It's good to see the same names appearing in both the *Kind Souls* and *Lost Souls* sections, as readers writing in asking for clues frequently help at the same time. One such is **Carl Young** from Nottingham, who offers help in exchange for the usual sae on *Red Moon, Emerald Isle, Sinbad, Temple Terror, Morden's Quest* and *Colossal Adventure*.

Another is **Mike Stockton** from Chester, who adds a little information on mazes to our *Hampstead* solution from June. In the Industrial Estate go N-E-E-NE-E-E-NE-N to reach the bracket, then SW to exit. To reach Pippa from the east end of Oxford Street go SE-S-S-S-E-SE. Mike also offers what he regards as a cheat on *Hulk*. Go into the tunnel at the start, become Hulk, then type REMEMBER NIGHTMARE. Go back into dome and pull the ring. This leaves you an escape route from the underground room later.

**Gareth Edwards** will give help on *Hobbit, Subsunk, Espionage Island, Inca Curse, Fourth Protocol I, Mindshadow I, Voyage Into The Unknown* and *Legend*. Sae as usual, please, to Gareth at **6 Broo Close, Tall Trees Estate, Penkridge, Staffs.**

**Darren Finlay, 53 Clayton Street, Clayton, Manchester 11**, sent me a list of clues for Part I of *Sinbad*, though doesn't say whether he's completed Part II as well. The clues include what to do at the wheel of the ship (EVID NWOD OG NEHT ECIWT TSAE LIAS) and what to do in front of the castle (TSAE OG NEHT EXA HTIW NIAHC TIH EXA HTIW GNOG TIH). If you're stuck elsewhere send an sae to Darren 'Sinbad' Finlay at the above address.

**Ian MacMillan** helped provide our recent *Hampstead* solution, and in addition is prepared to help any readers stuck in *Hobbit, Red Moon, Spiderman, Gremlins, Magic Mountain, Eye Of Bain, Diamond Trail, Golden Apple, Williamsburg Adventure, Crystals Of Carus, Pirate Adventure, Bored Of The Rings, Robin Of Sherlock, Morden's Quest, Enigma Force, Emerald Isle, Lords Of Midnight, Planet Of Death, Robin Of Sherwood, Valhalla, Sherlock* and *Adventureland*. He also sends a few clues for anyone playing *Colditz*, such as how to deal with the grate in the floorboard (REVIRDWERCS HTIW WERCSNU) and how to negotiate the tunnel (DRAOBROOLF HTIW FOOR PORP).

Kind Soul of the Month award has to go to **John Barnsley** of Stafford, however, and not merely because of the list of 31 titles he's completed. The award goes to John because this *YS* reader doesn't even have a Spectrum! John's a Commodore adventurer, who says "why don't I read Commodore mags? Because they're utter rubbish!! I only read you and Keith Campbell, the others aren't worth a light." A man of taste and discrimination if ever there was one. More discerning Kind Souls next month.

## ADVENTURERS INTER-NATIONAL

In the June issue I published a plea from Portugal, from **Carlos Barbosa**, who unfortunately forgot to include his address. Now one of the people who came to Carlos's aid has forgotten to include her address too, and that's **Paula Goldstone**. Paula says that to get Doreen to follow you in *Terrormolinos* you simply CALL DOREEN when you are in the bedroom. Paula wonders what to do when you GO BULLFIGHT. Got a handy hanky to save Ken first of all? After that you're on the run, and you should head for a place where a bull's out of place.

Kind-hearted **Ian MacMillan** from Sheffield also wrote in to help Carlos, though he says CALL DOREEN when at the front door. Ian answered Carlos's other query, too, about Little John in *Robin Of Sherwood*. To defeat him, pick up the staff and fight him as soon as you've found him.

**Ben Maas** is having trouble with *The Eye Of Bain*, and wonders if it's anything to do with vocabulary problems, though his English sounds fine to me from the letter. Ben can't get into the Nomad's hut, can't get past the beast at the well, wonders what to do with the wood on the top of the hill, where to tie the vine, and where to find the key to the ruin. Clues to Ben at **Iepenlaan 34, 2061 GL Bloemendaal, Holland.** And to me as well, as there's a gap in my info on that adventure.




***Bug of the Month this time is an infuriating one from most people's favourite adventure writer, Fergus McNeill. In* Robin Of Sherlock *Fergus has included a rather vicious swear word routine which ensures that the Spectrum re-sets itself should you enter one of your favourite four-letter words. Among the naughtinesses catered for, though, is the reasonably mild BREAK WIND. I can't imagine more than 1 per cent of adventure players ever considering entering that command in the first place, but lots will enter the command BREAK WINDOW when coming across a cottage with a closed door and a window offering possible access. Now we all know that every word to* The Quill *is a four-letter word, because it only reads the first four letters of your inputs. So the two phrases are one and the same and instead of the sound of crashing glass you get the sight of a crashing program. Not only that, though, but if you enter the completely innocent command GO WINDOW it's bye-bye program as well. Can anyone recommend a good bug repellant for Fergus?***




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# THE PRICE OF MAGIK




IN THE BEGINNING was *Red Moon*, an adventure that required you to restore the kingdom of Baskalosh to its former magical glories by recovering the Red Moon crystal. Your quest began in, around and beneath a castle, and you were aided by the fact that you had the ability to cast spells, just so long as you were carrying the object that focussed the spell's power. Holding a dulcimer, for instance, allowed you to cast the ESCAPE spell, while spices carried the spell of STRENGTH. The various objects and their accompanying powers were listed in the game's instructions. No such easy way out this time, as you have to discover from experimentation and clues within the adventure what the 18 spells of *The Price Of Magik* are.

Naturally you recovered the Red Moon crystal all those years ago, but its most recent guardian, the noble sorceror Myglar, has been draining its power in an attempt to attain immortality. You've been summoned to defeat Myglar and take his place as guardian of the precious magical Red Moon crystal. Now play on...

## OOPS MY RAM HAS A LENSLOCK

THE *Price Of Magik* contains several new features for a Level 9 game. There's the dreaded Lenslok for starters — using that's an adventure in itself. This isn't helped by the way in which Level 9's chosen to implement the Lenslok pirate protection device. As most of you will know by now, the Lenslok routine generates a random code of two characters on the screen, and these are scrambled in such a way that they can only be read by holding the plastic Lenslok device against the screen. Unfortunately, these can prove particularly difficult to read, and as some of them are upper case the player must hold the Lenslok with one hand, trying not to move it in case the characters go out of line, while the other hand attempts to hold down the CAPS SHIFT key with one finger and press the appropriate character key with another.

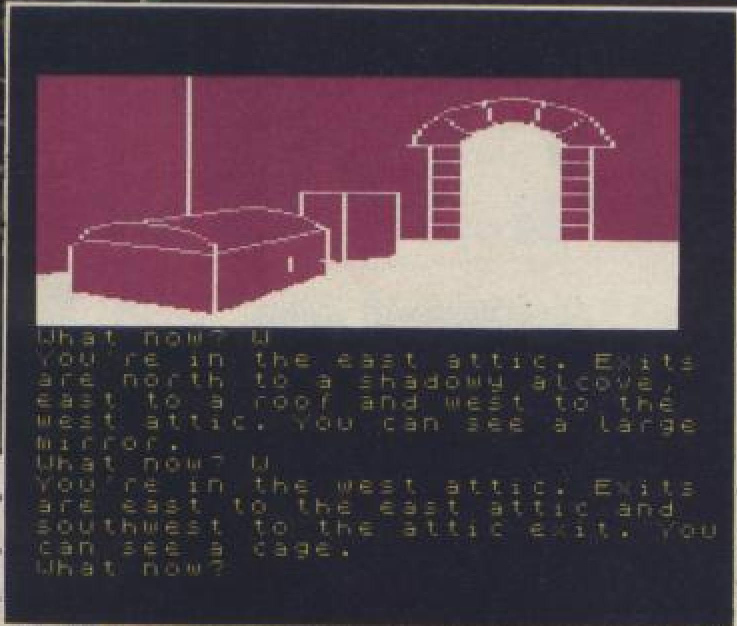
Most games using this protection place it at the start, so that the game won't run without the correct code. But Level 9 has placed it in several places throughout the game as well as in the routine that loads a saved game. Mind you, though I've progressed a fair way into *Magik*, I've only yet experienced the Lenslok in loading a saved game — but I did find it frustrating to have to make several attempts to resume playing a game I'd been engrossed in for hours.

Now for the good news! Two especially welcome commands have been incorporated into Level 9's system, OOPS and RAMSAVE. The RAMSAVE and RAMLOAD will be familiar to later *Quill* users; it allows you to save a game instantly into memory whenever you're attempting a risky move. But don't forget to back this up with saves to tape just as regularly; not even a RAMSAVE will protect you against those swearword routines that reset the Spectrum. If that happens you're likely to say more than OOPS, Level 9's other new command. This allows you to go back a move if you turn out to regret it — even fatal ones!

Why have both OOPS and RAMSAVE? Well, for one thing, as soon as you reach the Circular Room do a RAMSAVE. Many of the exits in the group of locations starting here are one-way, and by using both RAMSAVE and OOPS you can step back through two one-way exits in succession, which helps considerably in mapping out the inter-connected area.

**FAX BOX**

| | |
|---|---|
| Title | The Price Of Magik |
| Publisher | Level 9 |
| Price | £9.95 |






## JUSS' LIKE THAT

Knowing [illegible] of [illegible] come [illegible] in a [illegible] engulfed in [illegible] vines. To the west [illegible] woodshed, [illegible] is a [illegible] and in the [illegible] is something [illegible]! There's a [illegible] that quickly expires — well, [illegible] sure you need this [illegible] later on so it's t[illegible] it for the moment, though you [illegible] woodpile as well, [illegible]

Beyond there is a [illegible] and a [illegible] that screa[illegible] try to pull it [illegible]. Sh[illegible] be cruel [illegible] ue [illegible] wi[illegible] you to enter the [illegible] roof, [illegible] vines, as [illegible] pick [illegible] that'll come to [illegible] round [illegible] door. That's [illegible] wo[illegible] how to see in the [illegible] try [illegible] around in [illegible] there [illegible] sters lurking and [illegible].

[illegible] you [illegible] mes enter locations [illegible] d the [illegible] eeling of magik, [illegible] you're [illegible] ed that 'Your sanity [illegible]. Typing SC[illegible] will tell you how [illegible] or b[illegible] y and senility — [illegible] in th[illegible] until you can find [illegible] Red M[illegible] rystal to rejuvenate [illegible] a go[illegible], and how long [illegible] of th[illegible] last? And what [illegible] message [illegible] rimoire, 'You must [illegible] mag[illegible]

[illegible] evils [illegible] robably meet are [illegible] the w[illegible] the skeleton. If you're f[illegible] parti[illegible] courageous you can enter i[illegible] head-o[illegible] with these creatures, [illegible] as yo[illegible] gate the house you [illegible] discov[illegible] that [illegible] other ways of [illegible] them off. A[illegible] ough, I tried the [illegible] approa[illegible] get me past the [illegible] ers and map [illegible] mansion. Once [illegible] encountered [illegible] ster you can only [illegible]

[illegible] the ZEN, MAD and FLY. [illegible] such as the dangerous dead end. [illegible] rather a hefty admission price [illegible] you're rewarded by a picture of a ghoul [illegible] on the remains of an earlier adventurer. Tasteful! Level 9's humour obviously hasn't been totally swamped by magik. Once past the dead end you're out in the open again, with a ferryman to take you through a watery tunnel — and dump you face to face with a colossal bloodworm, if indeed colossal bloodworms have faces.

Like *Red Moon*, this is an adventure of exploration rather than immediate tough problem-solving. Not that some of the tasks aren't tricky, but they're fewer and further between than usual. I rather like this more laid back approach from time to time, and judging by the success of *Red Moon* (voted Adventure of the Year in several places last year) so do many adventurers. Don't assume that laid back means you'll walk through it, though, as this is another on Level 9's epic scale.

Mind you, *The Price Of Magik* is not without its faults. Level 9's talk of its parser being an 'Infocom-buster' should be taken with a pinch of salt you'll find somewhere in the adventure. This parser still relies on the first four letters of a word, and so can't distinguish between bird and bird cage. If you type in the command ENTER HOUSE, the first word is processed and then you're told 'You can't use 'house' in that respect.' Well, if you can't use a noun after a verb, in what respect can you use it? And what about this little exchange? 'You are in a limestone cave with torches on the wall.' EXAMINE TORCHES. 'I can't see it.'! Infocom-buster? Not yet.

Nor will the graphics bust anyone. They're generally disappointing with colours few and [illegible]





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# Graphic Adventure Creator

**h**aving seen the Amstrad version of this brilliant utility, looking at the pre-production Spectrum version provided by Incentive was like greeting an old friend. It has so many features that we've decided to give it a two-part review, the second part coming next month when we hope the finished product will be ready to fill in a few gaps.

One gap in *GAC* as yet is the amount of memory that will be available to you, and that should be in the region of 22/23K according to Incentive. The 'true' size of an adventure written using *GAC* will be much larger as the program incorporates compression routines. By way of illustration, Incentive's own *Ket Trilogy* will fit comfortably into the *GAC* system and leave several K left over, and that's not a tiny adventure.

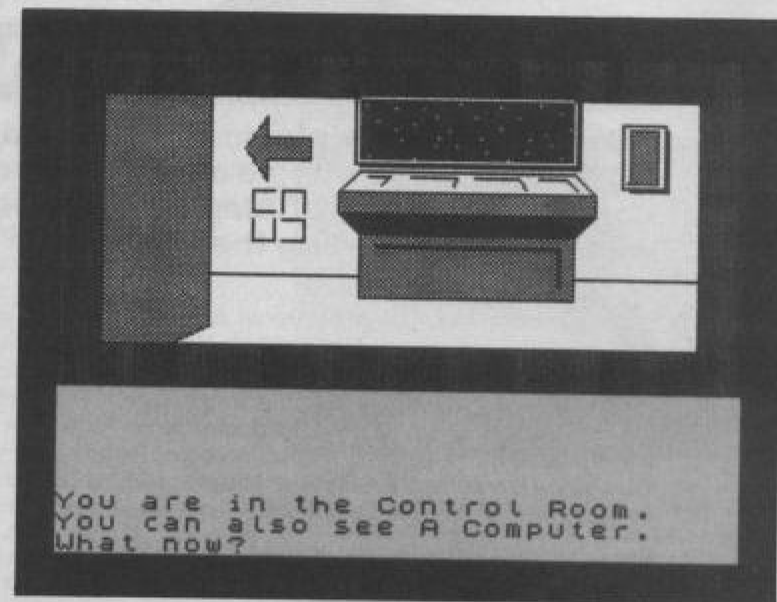
*GAC* is menu driven, the opening screen allowing single-key access to options such as Nouns, Verbs, Graphics, Messages and so on. You'll need to do a considerable amount of planning before attempting an adventure, and we'll deal with the way to approach this next time. For now we'll try to familiarise you with some of the features.

The text side deals with full-sentence input of nouns, verbs and adverbs. The parser picks each out, so the DROP THE ELEPHANT CAREFULLY and CAREFULLY THE ELEPHANT DROP would both be understood. A 'Quickstart' file is provided and that enters all the common commands for you, like NORTH, SOUTH, GET, WHAT NOW? and ending and saving routines.

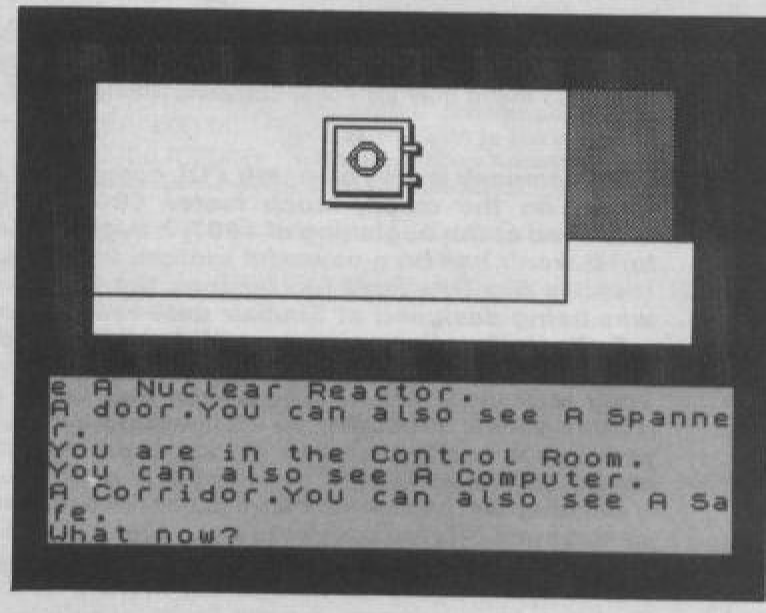
Printing the location description, linking it to a picture number (if any) and interpreting the input are fairly simple, but you'll have to be careful with the three types of conditions which control what goes on in the adventure. High priority conditions happen immediately after the location description is printed, before any player input, so that if you arrive in the bull-ring while carrying the red handkerchief the death routine is called up. Local conditions happen in that location after the player's input, assuming the input wasn't an acceptable movement command. For instance, if you throw the axe it kills the dwarf, and if you don't throw the axe the dwarf kills you. Finally come the more routine low priority conditions, such as acting on inputs like GET, SCORE and so on.

A typical way of entering a low priority condition would be: IF (VERB 8 AND NOUN 1 AND CARR 5) DROP 5 OKAY END. That simply means that if the player typed in DROP LAMP, which you've designated as verb 8 and noun 1 respectively, and he's carrying the lamp (object 5) then drop the lamp, print Okay and wait for the next command. If you wanted to drop the lamp to produce an explosion that kills the player then instead of OKAY END you might enter MESS 216 EXIT END. Message 216 would be the message explaining what happens when the lamp's dropped and EXIT takes you out of the game. END tells the interpreter to stop there and not bother to look through the other conditions.

I'll look at how to approach the writing of an adventure using *GAC* next month. Meanwhile, if you were thrilled by *The Quill* then it's safe to say you'll be taken aback by the *GAC*. This all-in-one package will be the source of some impressive adventures in several month's time, I'm convinced of it.




*The G in* GAC *stands well and truly for Graphics. The graphic creation mode of the package is very easy to use. These pictures were constructed very quickly indeed, as the time taken to familiarise yourself with its many facilities is short. You can edit graphics like everything else in* GAC*, continuously, adding and taking bits away right up until the final compilation. It's a bit like a word processor for graphic adventure games, really.*




*The full feature graphics editor includes ellipse, rectangle, dot, line, fill, shaded fill, and attribute fill. You can move the cursor one dot or eight dots at a time in skip or draw mode. By far the most powerful feature of the editor is the way it shows you the effects on attributes* before *you draw, making mistakes easily correctable. You can step back through the drawing, and edit out one line, colour or fill, as you wish, retaining the rest of the drawing intact.*

*If the graphic editor wasn't in the* GAC *it would* still *be a good drawing package, and that I think is the highest recommendation.*

Graphics
Text
Value for money
Personal rating
9

FAX BOX
Title **The Graphic Adventure Creator**
Publisher ...... **Incentive Software Ltd**
Price .............................. **£22.95**

WARNING
It's a Qruel thing to see a Speccy diehard discover what the QL can do ...

# QL NEWS & REVIEWS

**Will nice Mr Sugar'n'spice be the end of the QL? Or will those who've always supported it go on supporting it? *Max Phillips* wonders who'll get left holding the baby . . .**

*Gloom and gloom but room for hope. Contrary to popular opinion, computers don't stop working when their makers cop that final fatal Bad Medium error. And there are enough QLs out there (and in the shops for an almost ridiculously cheap £160) to keep the market alive. As well as more than a few people with a vested interest in keeping it that way. Even so, the QL's many tiny software houses are nervous with a capital N and that means many of them have put the brakes on new products . . .*

**• Amstrad may be supplying spares and service for the QL but as yet it's keeping quiet about plans for the QL's future — if indeed, it has any. So it looks like the QL needs rescuing and there seem to be two schemes to continue the QL dynasty that look like they might actually happen.**

• QL hardware champions CST had the Thor at the 19th ZX Microfair. Thor is an upgrade for your QL that's currently scheduled for September. It puts the QL board in a new case with disk drives, a Centronics port, four ROM sockets and a mouse port. RAM is upped to 640K and a detached keyboard with the superb IBM PC/AT layout is included. (IBM is an American outfit that makes mechanical card sorters for the census bureau).

The Thor upgrade is likely to cost around £600 with a single 3½ inch floppy. However, CST has a 'mysterious' source of complete QL boards so that it may also offer complete Thor systems for a little more.

***• The company is also planning a QL compatible machine based on the much, much faster 68020 chip to be launched at the beginning of 1987; it might be expensive but it won't half be a powerful system. Incidentally, CST reckons the Thor isn't too far from the QL Mark II that was being designed at Sinclair until recently . . .***

***Or back the alternative new QL that's being designed at Q_Jump, home of Tony Tebby, the man behind QDOS. Tony reckons it would take a cool quarter of a million quid to put his 68000-based QL compatible machine into production and reckons on a price of around £500 for a single disk machine.***

***Funding for the machine was to come from assorted QL dealers and related suppliers but it looks like that plan's been put on ice. Q_Jump has other unspecified parties interested in using the design but there's a fair chance that they're European. A case for International Rescue perhaps?***

***At least while Q_Jump has its new QL on hold, the company has time to put the finishing touches to the other QL products it's been working on. There's apparently been a few goodies in the pipeline for ages but, as usual, Q_Jump is saying nothing until it's ready.***

*• CST, on the other hand, hasn't been wholly tied up with plans for a new QL. It's launched a 20 Megabyte hard disk for the QL at a trifling £1000. That's enough storage space for 200 full microdrive cartridges plus it's a lot quicker and more reliable! Heavy . . .*

**• Finally, if you're looking to take the plunge and buy some new software but can't decide between Digital Precision's amazing *SuperCharge* Basic compiler or Eidersoft's slinky ICE desktop software, give Digital a ring on 01-527 5493. A special offer will get you both for £79.95!**

**As always, if you've got any suggestions, ideas, hints, problems, program listings and so on — or if you're developing a new QL product (or even a new QL) — let us know!**
**Write to: QL News, *YS*, 14 Rathbone Place, London W1P 1DE.**

## GWENDOLINE

Labochrome sounds like the sort of murky colour film you end up buying on Sunday afternoons from village stores in far-away lands. The sort you discover you can't get processed once you get back home. What it actually is is one of Belgium's finest QL software houses.

The first of its two games is a 38-screen platform and ladders extravaganza with the strange name of *Gwendoline*.

You potter round a haunted castle, looking for your incarcerated loved-one and the means to free her. The energy of each of your six lives ticks away on screen — and diminishes even faster if you bump into any nasties. You can, however, top it up by pouncing on the apples, tankards of beer, Sunday roasts and so on that appear magically around the place.

However, be warned that some of the food is a little intoxicating. It temporarily reverses left and right when you're walking but not when you're jumping — fiendishly confusing! You also have to get used to being able to go up but not down ladders — curious people these Labochrome lot.

*Gwendoline* is a jolly little romp — nice chunky graphics and easy to play, if a little timid on the sound. If you're desperate for some games stuff, and you've the money to prove it, it's well worth a try. As a special offer, you can get both *Gwendoline* and *Baron Rouge* for £30 (ouch!), including postage and instructions in English. Send a Eurocheque to Labochrome at 173 Rue de Fragnee, B-4000 Liege, Belgium (or see its ads in *YS*) And I thought all the French on the screen was part of the game...

**FAX BOX**

| | |
|---|---|
| Title | **Gwendoline** |
| Publisher | **Labochrome** |
| Price | **£18** |

## DRAGONHOLD

Given the general and rather over-the-top fears for the QL's future, now's a good time to settle down with a new game. And there's nothing better at the moment than *Dragonhold*, the first program from a brand-new QL games house. See, all is not lost!

*Dragonhold* holds no surprises as far as originality goes but, of its type, it's certainly better than anything else around on the QL. It's an epic arcade/adventure that has you exploring seven magical lands, collecting useful objects, despatching dwarves, trolls, vampire bats, women (surely some mistake?) and so on.

The object is to find the Elixir of Life and escape unnoticed through the backdoor in the Dark Caverns. Quite who's hidden the Cherry Coke in this dangerous and complicated mess — and why — isn't clear.

The game is played on a plan-view scrolling map on which the various objects and animated characters appear. It's very D&D influenced as each character has its own strengths and weaknesses and a temperament that varies from kind and helpful to

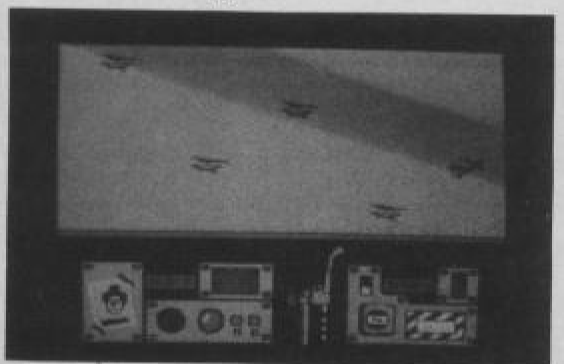
## BARON ROUGE

Sacre Bleu! Les Belgiques, zey 'ave gone potty! This, errr, shall we say rather crude, dogfight simulation is just plain weird.

Don't worry about the cockpit view at the bottom of the screen — it's merely decorative. That's you on the right, where you'll stay because you're limited to moving up and down or firing! What little of my O-level French I have left explains that the infamous Red Baron was on his way home after cursing a few more unlucky Brits when suddenly ...

... He's attacked by hang-gliders. No kidding! Followed by airships. Then Japanese kamikaze planes. Then elephants. No wonder the Red Baron's squadron was called the Flying Circus. This is, of course, a humorous game and Labochrome claims there are twenty different flying thingies to deal with. Fortunately, we're promised that there are no aliens.

What's so annoying about this game, in all its childlike simplicity, is that the stupid graphics, zany sounds and mindless blasting makes it great fun to play. I'd even dare say addictive — until the point at which you get all the way through. But £17? Von Richthoven would turn in 'iz grave.



**FAX BOX**

| | |
|---|---|
| Title | **Baron Rouge** |
| Publisher | **Labochrome** |
| Price | **£17** |

## TIP BIT

**Prepare for a shock ... welcome to the most serious and business-like bit you'll find in this month's *YS*. But many people do, after all, use their QLs for serious things and this piece of Abacus trickery is a real cracker!**

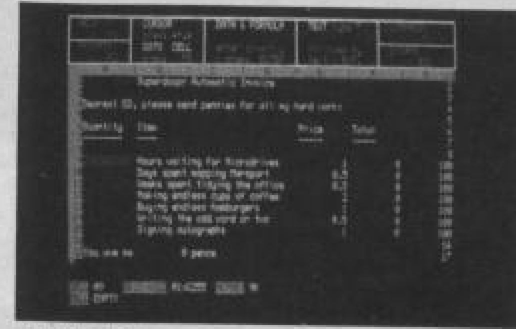
Here's an instant way automatically to remove unwanted items from a list kept on a master spreadsheet and close up the gaps they leave. The obvious use for it is automatically generating individual invoices from a master invoice listing all the things you usually charge for but no doubt you can find others.

Okay, set up your master invoice in the top-left of the worksheet and make it as pretty as you want. As an example, have a look at the before screenshot.

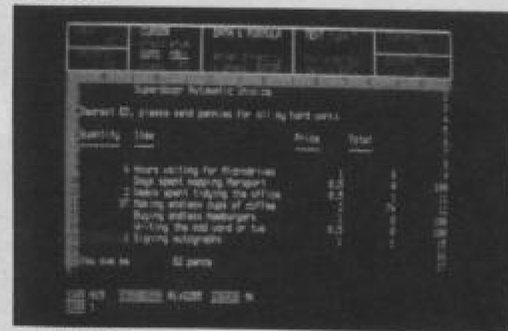
Turn Auto-Calculate off with the Design command to keep things moving. Far away over to the right create a special sorting column by entering Col=row() FROM 1 TO 255. Now, for just those rows on which you've got items, enter a second formula; Col=if(A9=0,100,row()). Save this worksheet as your master invoice.

To send someone an invoice, load up the master and enter the appropriate values in the quantity column and then Xecute the worksheet. In the sort column, you'll notice all the rows have their own number except those where the quantity is blank (0). These cells now contain 100.

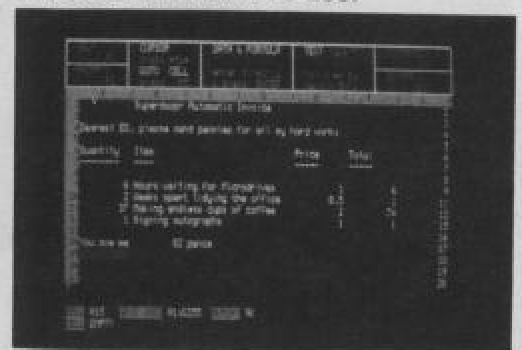
And now for the magic; simply order the whole worksheet on the sort column with Order G FROM 1 TO 255. Bingo! The Order command throws the rows where the quantity is blank to a far away part of the worksheet. You can just print the relevant chunk of cells and you've got a neat, instant, invoice! Enough of this megabraining ... back to the frippery



**BEFORE**
**Ssssh ... here's everything you can possibly scam working for YS. The G column is only for sorting and doesn't get printed.**



**DURING**
**Each issue, you load up the master and use your imagination to fill in the quantity column. Finally, Xecute the worksheet and Order it FROM 1 TO 255.**



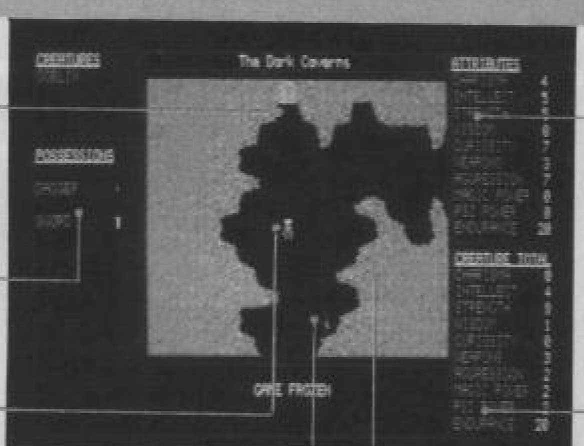
**AFTER**
**Hey presto! A finished invoice. Now all you need to do is get it past the Ed without getting Xecuted yourself ...**

---

Big problem number one is getting out of the dark caverns with a door that keeps slamming in your face. Hint: try dropping all your weapons first. Makes you a bit vulnerable once you've got through it though . . .

You can carry up to eight objects at once — there are 24 in the game.

Here's you, ungainly little bod that you are. Watch it when you talk to the women, you often get told to 'Clear off, you big oaf'. Hmmmm . . .




You should always know what you're up against before you start a fight. However, it's difficult to read this little lot and look for weaknesses when you're under attack. Best policy: leg it while you still have legs.

The scrolling map is a little jerky but not unacceptably so. Some areas, such as The Dark Caverns and Trollhold, are small and easy to map or even learn. Others like Castlefort are really complicated and have secret (and changing) pathways behind closed doors.

Here are all your personal qualities. The one to watch is Endurance; when it reaches zero, you die. Rubicon reckons the reincarnation option (which puts you back at the start but lets you keep the objects you have so far) is strictly for cheats. Hint: In the few seconds before you hop the twig, scoff the food if you have it.

The creatures window just identifies what it is you're dealing with. Once you recognise the teeny graphics, you won't need to look at it.

eating you without so much as a by-your-leave and burp.

Unlike many games of this type, the characters come across with a fair degree of intelligence. Rather than randomly springing out of the ether, they go their own way — you can often follow them, look for them in certain places and so on. The best of these, unfortunately, are the rather elegant vampire bats who have a habit of hanging around in inconvenient places and then pursuing you to the death once you stumble on one.

It's possible to converse with some of the characters and to barter your possessions, although the deals don't always go in your favour. The adventure element has a very limited dictionary called up by pressing the initial letters of words as you rush round the map. The booklet lists all the words available but it doesn't actually make solving the puzzles that much easier.

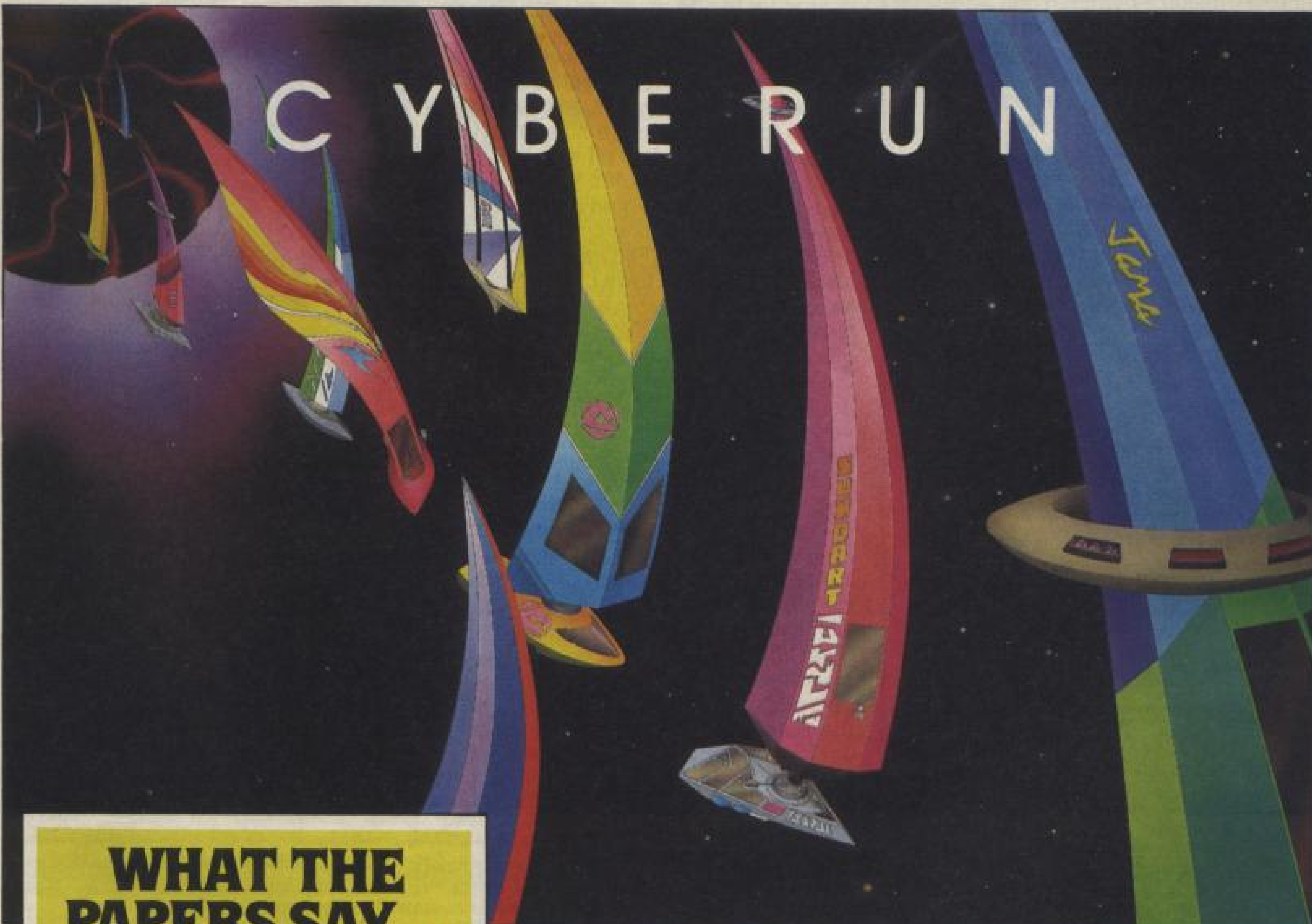
*Dragonhold* is well produced and very playable. Every game is slightly different but you can save and restore a partially played game to cartridge while you're completing it. So far, I've been to four of the seven lands and could tell you some stories that'd make your hair curl. But it's best to find out for yourself . . .

**FAX BOX**

| | |
|---|---|
| Title | **Dragonhold** |
| Publisher | **Rubicon Systems** |
| Phone | **(0742)583665** |
| Price | **£19.95** |

ULTIMATE
PLAY THE GAME

# Back with a Vengeance!




## WHAT THE PAPERS SAY...

"Once you start playing the game it becomes increasingly clear that Ultimate have produced yet another excellent game. The playing area is huge and there are some excellent graphical effects like the stars which are beautifully parallaxed."
"Playability wise Cyberun is an excellent game."
"The inlay card doesn't give much away, so it is a challenge just to find out what all the various goodies are for."
"This is a classic shoot 'em up which I'm sure all fans of Lunar Jetman will enjoy."
CRASH May 1986

PENTAGRAM and CYBERUN are available for the Spectrum 48k and Amstrad from selected branches of W.H. Smith, Boots, John Menzies, Woolworths and all good software stores. They are also available from Ultimate Play the Game, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU. (Postage and packing included.)

**£9.95** including VAT



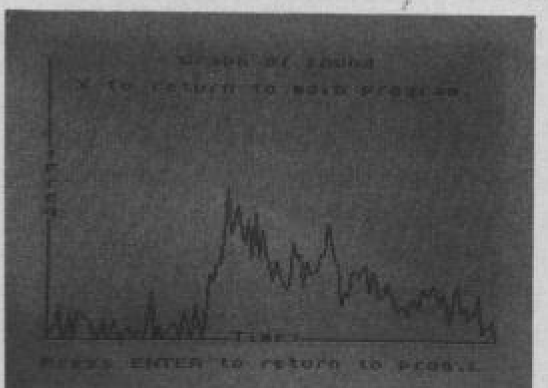

PENTAGRAM

**Recipe Card**

# Succulent Speech Melba

AVAILABLE ON DIGITAPE

***Are you speechless? Does your computer just bleep like a microwave or does it talk back to you? Does it sauté you with soliloquies... or does it just go ffffffrrrrrrpppppp like a Magimix? Don't eat your Speccy in disgust, for Master Chef Andrew Toone has a recipe for success.***



Getting computers to talk has been an obsession with computer folk since the birth of computers themselves. Recently computer speech has become quite common, and an enormous number of speech synthesisers are finding their way into everyone's larder. But what can you do in the way of speech if you can't cook up the necessary dough for a speech synth? Well, let's get digital!

Imagine the Speccy's memory as a 48cm (instead of K) length of digital audio tape. *Speech Melba* reads in a sound at the ear port, and converts each frequency it hears into digits and places them sequentially in memory, one after the other. Just as a piece of audio tape converts sounds into magnetic patterns on its surface. This digital recording technique is the basis of 'sound sampling', the current darling of the music world. Fairlight CMI computer synthesisers use sampling... yeah, okay, so the bandwidth is a *little* higher (ahem) so the sound quality is better, but the *principle* is the same.

The recording quality on the naked Spectrum isn't brilliant, but don't judge it on the strength of what you hear on your beeping piezo speaker — boost it through a proprietory speaker or through your stereo, and then you'll hear what can be done. Anyway, what do you want for a short Basic program and a little chunk of code? A Number One Hit Record?

## Ingredients

- **1 freshly picked Sinclair Spectrum**
- **1 well seasoned copy of YS**
- **1 peeled TV**
- **1 chopped Data recorder**
- **1 Scuzzy little microphone**
- **1oz Intelligence**
- **1 grated Speech Melba Program**
- **1 Finger (for typing)**
- **A mouth full of teeth**
- **A 25oz tin of tomato soup**
- **A pinch of parsley**

**Serves:** *48K*

**Typing Time:** *approx 40-45 mins*

**Loading Time:** *20-30 secs*

## What You Do

***First lay out all your ingredients on a clean work surface. Type in the first listing from this copy of YS into your Speccy. This is the Main Program, and it controls all the functions of the Melba. Save it to tape with the command SAVE "sayprog" LINE 9000. The essential filling for the main Melba is in listing two. Run it through a piping hot hex loader and conserve the juices as SAVE "Earsay" CODE 65100,200. (Slurp!) Mmmmm, lovely. Now you've incorporated all the ingredients, take the soup, heat it up on the heat sink of a 128, and sprinkle lightly with parsley. Serve in a bowl and eat it while you Load Speech Melba. When the program has loaded, and you've finished your soup, you're faced with the main menu.***

## Starters

| | |
|---|---|
| **O and P** | *Set speed of sound to be played or recorded* |
| **Q and W** | *Coarse edit length of sound to cut off unwanted noise at end* |
| **R** | *Records sound heard at Ear socket (at current speed)* |
| **T** | *Plays the recorded sound at different pitches from the keyboard* |
| **1 to 9** | *In Play mode allows the nine 'notes' to be tuned with O and P* |
| **Q** | *Returns to menu in Play mode* |
| **E** | *Edit mode to adjust speed of sound and monitor it* |
| **G** | *Draws a graph of the current sound* |
| **S** | *Saves the sound* |
| **X** | *Exits the Speech Melba and pops into a warm Basic at Mark 5* |

# Serving Suggestion

What a range of tempting ways you can serve your *Speech Melba*... why the list is as long as your serving spoon! As an addition to games, speech makes even the simplest seem hi-tech. And utilities too! Speaking computer programs would be easier to use by a blind person, wouldn't they?

Aside from these more obvious applications, the techniques employed in this program can be studied and used as the basis of a real sound sampling program. If you have a little knowledge of hardware, you could add a RAM pack to the Speccy's memory, and increase the amount of sound you can fit in it and the quality of the reproduction. You could end up designing the next Fairlight! (They cost £30,000, and that buys a *lot* of peaches.)

### Main Program

***The main ingredient and a sure-fire taste sensation. Tap it in with your finger and then Save it to tape.***

```
  10 DIM t(9)
  20 FOR f=1 TO 9: LET t(f)=45-(4*f): NEXT f
  30 INK 0: PAPER 7: BORDER 6: CLS
  40 BEEP 1,1
  50 PLOT 0,0: DRAW 255,0
  60 DRAW 0,175: DRAW -255,0
  70 DRAW 0,-175
  80 PRINT AT 1,7;"Speech System III"
  90 PRINT AT 19,2;"Written by Andrew Toone";AT 20,11;"X to Quit"
 100 PLOT 0,152: DRAW 255,0
 110 PRINT AT 4,2; OVER 1;"Speed :        < O --- P >"
 120 PLOT 76,141: LET speed=PEEK 65131
 130 DRAW speed*2,0: DRAW 0,-1: DRAW -speed*2,0
 140 DRAW 0,-1: DRAW speed*2,0: DRAW 0,-1: DRAW -speed*2,0
 150 PLOT 0,120: DRAW 255,0
 160 PRINT AT 8,2;"Start :";
 170 LET start=PEEK 23730+256*PEEK 23731
 180 PRINT start;
 190 PRINT TAB (20);"End :";
 200 LET end=PEEK 23670+256*PEEK 23671
 210 PRINT end
 220 PRINT AT 9,14;"< Q --- W >"
 230 PLOT 0,88: DRAW 255,0
 240 PRINT AT 12,2;"R-Record";TAB (16);"T-Play"
 250 PRINT AT 14,2;"G-Graph";TAB (16);"E-Edit"
 260 PRINT AT 16,2;"S-Save";TAB (16);"L-Load"
 270 PLOT 0,32: DRAW 255,0
 280 LET speed=speed+(INKEY$="p" AND speed<60)-(INKEY$="o" AND speed>1)
 290 PLOT 76+2*speed,141: DRAW 0,-3: DRAW 1,0: DRAW 0,3
 300 INVERSE 1: PLOT 78+2*speed,141: DRAW 0,-3: DRAW 1,0: DRAW 0,3: INVERSE 0
 310 POKE 65131,speed
 320 LET end=end+50*(INKEY$="w" AND end<64000)-50*(INKEY$="q" AND end>start+50)
 330 PRINT AT 8,25;end
 340 RANDOMIZE end
 350 IF INKEY$="e" THEN  GO TO 430
 360 IF INKEY$="r" THEN  GO TO 490
 370 IF INKEY$="s" THEN  GO TO 540
 380 IF INKEY$="l" THEN  GO TO 640
 390 IF INKEY$="t" THEN  GO TO 740
 400 IF INKEY$="x" THEN  STOP
 410 IF INKEY$="g" THEN  GO TO 1090
 420 GO TO 280
 430 INPUT "Space to end "; LINE q$
 440 IF INKEY$="" THEN  LET l=USR 65100
 450 BORDER 6
 460 IF INKEY$=" " THEN  GO TO 280
 470 BORDER 6
 480 GO TO 440
 490 INPUT "Press ENTER when ready "; LINE a$
 500 POKE 65231,speed
 510 LET l=USR 65200
 520 INPUT "Recording over,press ENTER"; LINE a$
 530 GO TO 280
 540 POKE start,speed
 550 LET len=end-start
 560 POKE start+1,len-256*INT (len/256)
 570 POKE start+2,INT (len/256)
 580 SAVE "Record"CODE start,end-start
 590 INPUT "Press ENTER to verify"; LINE a$
 600 PRINT AT 21,0;
 610 VERIFY "Record"CODE
 620 INPUT "Verified O.K.,press ENTER"; LINE a$
 630 RUN
 640 INPUT "Press ENTER to load"; LINE a$
 650 PRINT AT 21,0;
 660 LOAD "Record"CODE 30000
 670 INPUT "Press ENTER to continue"; LINE a$
 680 LET len=PEEK 30001+256*PEEK 30002
 690 LET speed=PEEK 30000
 700 POKE 65131,speed
 710 RANDOMIZE (30000+len)
 720 POKE 30000,0: POKE 30001,0: POKE 30002,0
 730 RUN
 740 BORDER 7: CLS
 750 PRINT AT 1,1;"Use the number keys to select   a note, then  'O' and  'P' to   tune the note. Keys A-'ENTER'   will then play the notes."
 760 PRINT AT 7,3;"Q to return to main program"'''"    q to leave tuning stage"
 770 FOR f=1 TO 9
 780 PLOT (f*20)+20,10
 790 DRAW 0,t(f): DRAW 3,0: DRAW 0,-t(f): DRAW -3,0
 800 NEXT f
 810 LET a$=INKEY$
 820 IF a$<="9" AND a$>="0" THEN  GO TO 980
 830 IF INKEY$="Q" THEN  GO TO 30
 840 IF a$="a" THEN  LET speed=t(1): GO TO 940
 850 IF a$="s" THEN  LET speed=t(2): GO TO 940
 860 IF a$="d" THEN  LET speed=t(3): GO TO 940
 870 IF a$="f" THEN  LET speed=t(4): GO TO 940
 880 IF a$="g" THEN  LET speed=t(5): GO TO 940
 890 IF a$="h" THEN  LET speed=t(6): GO TO 940
 900 IF a$="j" THEN  LET speed=t(7): GO TO 940
 910 IF a$="k" THEN  LET speed=t(8): GO TO 940
 920 IF a$="l" THEN  LET speed=t(9): GO TO 940
 930 GO TO 810
 940 POKE 65131,speed
 950 LET l=USR 65100
 960 LET a$=INKEY$
 970 GO TO 840
 980 LET a=VAL a$
 990 LET t(a)=t(a)+(INKEY$="p" AND t(a)<60)-(INKEY$="o" AND t(a)>2)
1000 PLOT 20+(20*a),t(a)+10: DRAW 3,0
1010 PLOT  INVERSE 1;20+(20*a),t(a)+11: DRAW  INVERSE 1;3,0
1020 PLOT 20+(20*a),t(a)+9
1030 DRAW  INVERSE 1;3,0
1040 PLOT 23+(20*a),t(a)+9
1050 POKE 65131,t(a)
1060 LET l=USR 65100
1070 IF INKEY$<>"q" AND INKEY$<>"Q" THEN  GO TO 990
1080 GO TO 810
1090 CLS
1100 PRINT  INK 7;"                                ";AT 1,9; INK 1; FLASH 1;"Graph of sound"
1110 LET freq=0
1120 INPUT "Start address :";st
1130 IF st<30000 OR st>64500 THEN  GO TO 1120
1140 PLOT 2,162: DRAW 0,-160: DRAW 250,0: PRINT AT 21,13;"Time>";AT 8,0;"^"'"F"'"r"'"e"'"q": PRINT AT 3,2;"X to return to main program."
1150 FOR f=st TO st+1250 STEP 10
1160 FOR g=0 TO 10
1170 POKE 16384+g,PEEK (f+g)
1180 NEXT g
1190 LET last=freq
1200 LET freq=0
1210 IF INKEY$="x" THEN  RUN
1220 FOR g=0 TO 79
1230 LET freq=freq+(POINT (g,175)<>POINT (g+1,175))
1240 NEXT g
1250 PLOT ((f-st)/5)+2,(2*last)+2
1260 DRAW 2,2*(freq-last)
1270 NEXT f
1280 INPUT "Press ENTER to return to prog."; LINE a$
1290 RUN
9000 CLEAR 30000
9010 RANDOMIZE 31000
9020 LOAD "Earsay"CODE
9030 RUN
```

### Hex Dump

***Pop the following into a warm Hex Loader (see Program Power for one we baked earlier) and save after your Basic program on the tape.***

```
65100 : FFF32AB25C230608 = 859
65108 : 3E07CB7E2802CBE7 = 874
65116 : D3FECB06AFDBFE2F = 1369
65124 : E61FC277FEC50614 = 1051
65132 : 10FEC110E323CD7B = 1069
65140 : FE38DBFBC90000ED = 1218
65148 : 5B765CE5A7ED52E1 = 1241
65156 : C900000000000000 = 201
65164 : 0000000000000000 = 0
65172 : 0000000000000000 = 0
65180 : 0000000000000000 = 0
65188 : 0000000000000000 = 0
65196 : 000000000000FFF3 = 498
65204 : 2AB25C230608 3E7F = 550
65212 : DBFE1F3020CBBECB = 1180
65220 : 6FDBFE2002CBFECB = 1278
65228 : 06C5061410FEC110 = 708
65236 : E523ED5B765CE5A7 = 1198
65244 : ED52E138D7FBC900 = 1267
65252 : 0000000000000000 = 0
65260 : 0000000000000000 = 0
65268 : 0000000000000000 = 0
65276 : 0000000000000000 = 0
65284 : 000000000000DB02 = 221
65292 : DB024D00754E6B00 = 600
65300 : 2118470DF30DCE0B = 614
```

*ET VOILA!*




"I haven't got a drink problem. I drink. I fall over. No problem!"

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# TASK FORCE

## Race routines 'round your Spectrum with *Ian Hoare* and Task Force.

Right, keyboards at the ready folks, 'cos I've got oodles of programming snippets for you. **Robert Dowrick** from Waddesdon and **Andy** from Alloway both wrote in with their improved input routines. Well done fellas. Both manipulate INKEY$ to give an input anywhere on the screen. Trouble is, they are both quite long and have minor bugs. Try this guys:

```
100 LET  C=1:  FOR  L=0 TO 20
:GOSUB 200:  PAUSE  0: CLS
NEXT L
110 STOP
200 PRINT AT L,C;"Hi there
,what's your name?";
210 INPUT AT 22-L,0;AT 0,C
; LINE i$: POKE 23659,2
220 print AT L+1,C;"Hello
";i$
230 RETURN
```

Obviously, you don't have to have the loop at line 100; I've just put it in to show you how the main INPUT routine works. You can use any variables you like in lines 200 to 220 to control where the input and prompts are printed, as long as you set them up before calling the subroutine. The slight delay is caused by an invisible scroll of the lower screen!

**Do you ever** have a problem with examining listings? **Hildo Qeiroz** from Lisbon in Portugal sent in this routine that makes the job a bit easier. Try it!

```
10 DEF FN b(i)=INT (i/2)-i
/2
20 REM       EXAMPLE
30 LET a=23755: LET n=1
40 FOR i=0 TO 400: POKE 23
692,0:  LET  b=FN  b(n+i):
BRIGHT b: PRINT n+i;TAB 4;
a+i;TAB 10;PEEK  (a+i);TAB
15;CHR$ (PEEK (a+i)) AND P
EEK (a+i)>31: NEXT i BRIGH
T 0: POKE 23692,2
```

You can use any value of a or i to select what part of the memory to look at, and how much of it to examine. The POKE tells the Speccy to go on scrolling — you can leave this out or use different values if you wish. Note the use of AND to tell the Speccy not to try to print unprintable characters (those with codes below 32).

**Reading through an** old copy of *YS* I saw a review of a program which used a megafast CLS routine. So I thought I'd have a go at producing an improved program — this is what I came up with. It'll clear the screen in less than 1/100 sec, which is instantaneous as far as the display is concerned as it's only updated once every 50th of a second! And, better still it resets the print position to 0,0, doesn't affect the current PLOT position and is fully relocatable.

```
       ORG   ANY
ATTRP  EQU   23693
DF_CC  EQU   23684
PR_BF  EQU   23296
START  DI
       PUSH  HL
       PUSH  DE
       PUSH  BC
       PUSH  AF
       LD    HL,0
       ADD   HL,SP
       EX    HL,DE
       LD    HL,PR_BF
       LD    SP,HL
       LD    A,(ATTRP)
       LD    H,A
       LD    L,A
       XOR   A
       LD    B,192
ATTLP  PUSH  HL
       PUSH  HL
       DJNZ  ATTLP
       LD    H,A
       LD    L,A
DSPLP  PUSH  HL
       PUSH  HL
       PUSH  HL
       PUSH  HL
       PUSH  HL
       PUSH  HL
       PUSH  HL
       PUSH  HL
       PUSH  HL
       PUSH  HL
       PUSH  HL
       PUSH  HL
       DJNZ  DSPLP
       EX    HL,DE
       LD    SP,HL
       LD    HL,DF_CC
       LD    (HL),A
       INC   HL
       LD    (HL),40H
       INC   HL
       INC   HL
       INC   HL
       LD    (HL),33
       INC   HL
       LD    (HL),24
       POP   AF
       POP   BC
       POP   DE
       POP   HL
       EI
       RET
CLSND  END
```

The routine is only 65 bytes long and works by setting up the stack pointer to the end of the attribute file. It then sets up two loops, the first PUSHing the contents of the ATTRP system variable into the attribute file and then PUSHing 0 in a large loop onto the display file. The reason there are 12 (count them) PUSH HL instructions in a row is that each PUSH works on two locations and 2*12=24. Once the loop is entered, B is reduced to 0 and thus the DJNZ command loops 256 times and 256*24=6144 is the length of the display file. It's quicker to do that than to set up a third inner loop that'd have to test whether another counter had reduced to 0 and to decrement it. The routine is 'clean' for use by machine code, since all the registers are restored to their original values. And before you machine code buffs out there write in to tell me that LDIR is quicker, just count the number of machine cycles used!

**Richard Padley is** keen to track down a program that inputs a word and prints all the possible anagrams of it to the screen. But before you rush in, have a look at the recursive DEF FN from *YS* 2 and work out how many words will be produced from a particular number of letters.

**Now for another** answer to the teaser posed by Tim Hartnell in *YS* 4. He wanted to know how to make a bias in random numbers. There were two solutions last month, and now **Malcolm Goodman**'s sent in a neat little line to bias random numbers upwards:

40 LET b+ INT ((1-RND*RND)*10)+1

**Bill Raines from** Charlton has been playing around with program protection so no prying eyes can see what he's up to. He's come up with an 80 byte routine that'll encrypt all but the first two lines of a Basic program, so it can't be run or listed. The program is encrypted against the contents of the variable k$ — even if someone manages to list the program, it'll appear as complete gobbledegook unless they know the correct keyword. This sort of protection is proof against those hackers who manage to inspect the contents of the file directly from tape or microdrive! By looking at the first two lines of the program, they know what you've done but they still don't know what the keyword is. That'll fix the guys who keep pinching your best routines.

```
       ORG   ANY
NEXT1  EQU   19B8H
VARS   EQU   23627
PROG   EQU   23635
START  LD    HL,(PROG)
       CALL  NEXT1
       EX    HL,DE
       CALL  NEXT1
       PUSH  DE
       LD    HL,(VARS)
       PUSH  HL
VARSC  LD    A,(HL)
       CP    128
       JR    Z,ENDIT
       CP    75
       JR    Z,GOTK$
       CALL  NEXT1
       EX    HL,DE
       JR    VARSC
GOTK$  INC   HL
       XOR   A
       CP    (HL)
       JR    NZ,ENDIT
       INC   HL
       CP    (HL)
       JR    Z,ENDIT
       LD    B,(HL)
       INC   HL
       PUSH  HL
       POP   IX
       POP   DE
       POP   HL
       DEC   DE
       INC   HL
       INC   HL
       INC   HL
       INC   HL
LP1    PUSH  IX
       PUSH  BC
LP2    LD    A,(HL)
       PUSH  HL
       AND   A
       SBC   HL,DE
       POP   HL
       JR    NC,ENDIT
       XOR   (IX+0)
       LD    (HL),A
       INC   HL
       INC   IX
       DJNZ  LP2
       POP   BC
       POP   IX
       JR    LP1
ENDIT  POP   BC
       POP   IX
FINIS  RET
       END
```

You'll need to have all your saving, encrypting and loading routines in the first two lines of your program. But that's no great problem for a megabrain like you. The machine code checks whether k$ is present and makes sure it's neither too long or of nil length, returning to Basic without encrypting if any of these faults exist.

```
10 CLEAR 59999: LOAD "cryp
t" CODE 60000: INPUT "Keyw
ord please. "; LINE k$: RA
NDOMISE USR 60000: GOTO 30
20 SAVE "crypt" CODE 60000
,80: INPUT "Keyword please
 "; LINE k$: RANDOMISE USR
60000: LET k$="": SAVE "Pr
ogname" LINE 10: VERIFY "P
rogname": STOP
30 Rest of your program.
```

Make sure you remember the keyword, cos there's no way of recovering your program without it! Oh yes, by the way, it wouldn't be too difficult to modify this routine so that it encrypted the contents of a variable for security purposes — *Masterfile* for example. Happy encrypting!

**EVERY ONE A WINNER!**

**All letters win a YS badge**

● *If you've got a program that's a little more than just routine, send it to Ian Hoare, Task Force, Your Sinclair, 14 Rathbone Place, London W1P 1DE.*

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■ Wafadrive wanted in good condition. Must have instructions for use and wafers. Will swop for £110 worth of software including *Bombjack, Movie, Way Of The Tiger, Elite* and more. Write to Michael Gill, 15 West Road, Bishop Auckland, Co Durham DL14 7PP.

■ Wanted — Spec Mate. Also games to swop including *Everyone's A Wally, Rasputin, Match Day, Monty On The Run* and *Dark Star*. Write to C McRobert, 6 Martello Avenue, Craigavad, Holywood, Co Down BT18 0DH.

■ Wanted: *Kokotoni Wilf*. Will swop for *Panic, Haunted Hedges* and *Spectral Invaders*. Cpl Jessopp, RAF CMSU, Government Buildings, London Road, Stanmore, Middlesex HA7 4PZ.

■ Issues 3 and 7 of *Your Spectrum*. Will pay £2 for each copy or £5 for the two issues from the same person. Tel. (0392) 78710 after 6pm.

■ Software for hardware. I have a huge selection. List includes *Quill* plus manual and many past and present top 30 games. Write now to Liam Donnelly, Cloghertown, Clonalvy, Co Dublin, Ireland.

■ Wanted — adventurers for a helpline. Preferably anyone who has solved several games, Level 9 etc. If you're willing to participate tel. (0532) 670552 or (0532) 675271 after 5pm.

■ Wanted: any games for the Wafadrive or any header to copy onto wafa. Write to Ricky Strachan, 18 Marlborough Road, Southall, Middlesex UB2 5LW.

■ Wanted — any Ocean software. Also *Elite, Tapper, Ground Zero, Quackshot, Moon Cresta, Sports Hero, Sir Lancelot, Astronut, Turmoil, Knockout, Defender, Confuzion Dartz, PacMan, Antics*. I have tons of great games. Tel. Kevin on (0592) 53793.

■ Wanted — ZX Interface 1 and ZX Microdrive. Will buy separately or together. Contact Donal Murphy, Rathlea, Central Avenue,Bishopstown, Cork, Ireland.

■ ZX Interface 1 wanted urgently by programmer. Any version as long as it's in working order. Bare PLB only required. Please tel. (0277) 217038 after 4pm — quick!

■ Wanted — ZX expansion set. Will swop games worth £120 including *Hyper Sports, Spellbound, Skool Daze, Wizard's Lair, Starion, Match Day, White Lightning* plus more. Tel. (02404) 3553 and ask for Richard.

## PEN PALS

■ Age: 8, nearly 9. Looking for a penpal, male or female, aged 8 or 9. Must come from Rochford or Southend. Hobbies: computers, BMX biking and reading. Bryan Paddison, 1Second Avenue, Canvey Island, Essex.

■ Any hoopy Speccy, Enterprise owners out there who are into games design and machine code? Then write to Steven Briggs, 9 Garden Close, Steeple, Southminster, Essex. Cybernation is on its way.

■ Speccy owner (15) seeks male or female friends of any age to swop software etc. Sumit Kalra, 20 Monteith Road, Egmore, Madras, 600 008, India.

■ Totally insane male seeks male/female penpal into Jean-Michel Jarre, Rush, D&D. Write to Mark O'Neil, 21 Manse View, Newarthill, Motherwell, Lanarkshire, Scotland. Please enclose mugshot or £5!

■ Hey girls! Want more excitement in your life? How about writing to a 15-year old male who enjoys a laugh? Jon, 51 Willow Crescent, Sutton in Ashfield, Notts NG17 2GA.

■ Got your ears on? I'm a 19-year old female Speccy owner after any male or female users into adventures. I'd love to hear from you. Krystina-Jayne, 29 Preston Grove, Trench, Telford, Shropshire.

■ Spectrum owner, 16, into adventures and arcade games, wishes to swop hints and POKEs. Write to Ian Clark, Trennick House, Trennick Lane, Truro, Cornwall.

■ Female Spectrum owners under the age of 14! Do you want a male penpal? Write to R Murray, 26 Craigbank Road, Strutherhill, Larkhall, Lanarkshire, Scotland. (Please include photograph).

■ I am an avid Spectrum 48K gamer. I would like anyone aged 20 or over to contact me for advice and tips. Trevor Simms, 55/6 Kingswood Road, Moseley, Birmingham B13 9AN.

■ 11-year old boy would like a penpal of the same age. I have a Speccy+ and would like to swop POKEs and program hints. I have lots of games. Daniel Teague, 285 Kempshott Lane, Basingstoke, Hants RG22 5LZ.

■ I am 17 and have just cracked Basic. Some machine code knowledge. I would like a male/female penpal 17+ to help write games and swop hints and games. Alan Sambridge, 157 Woodmill Road, Dunfermline, Fife KY11 4AE.

■ Wanted — a penpal, preferably female 13-16 years old to swop games, tips, POKEs, maps etc. Stephen Spencer, 126 Huyton Lane, Huyton L36 2TG.

■ Penpal wanted. 16 year old New Zealander into modems, hacking and machine code. Also looking for Bulletin Board software etc. Write to Darrel Birchall, 20 Hill Crest Drive, Palmerston North, New Zealand.

■ Female wanting a male penpal aged 15+. I am a learner in computing so please write to Alyson Griffiths, 38 Hazeldene Avenue Brackla, Bridgend, Mid Glamorgan GC31 2JW.

■ I am 14 and would like a female penpal of roughly the same age. Will swop POKEs, maps and games. Robert Mackay, 63 Bridgecastle Road, Armadale, West Lothian, Scotland.

■ Penpal wanted: all letters answered. Loads of games including *V, Movie, Streethawk, Gunfight, Westbank, Saboteur, Bombjack* etc. Interests include computing, photography, animals. Send your list for mine to Neil Short, Pinedale, Dent Bank, Middleton in Teesdale, Barnard Castle, Co Durham.

■ Hey you! Are you a boy aged 15-19? Do you like football, computers and loud music? Well then,write to me, Sara Butler, 39 Marne Avenue, Ashton under Lyne, Lancs OL6 9DW. All letters answered.

■ Penpal 13-15 male or female in USA. Write to Steve Chadney, 31 Barbara Road, Hall Green, Birmingham B28 0UG.

■ Penpal wanted from anywhere to swop software. Male or female. I have over 600 titles. Send your list for mine. Charles Carson, 73 Ferguson Street, Ayr, Scotland KA8 9QR.

■ Hi! Male Speccy owner seeks good looking female Speccy owner (13) to swop games, hints, tips etc. Write to Fraser Wilson, 11 Claremont Crescent,Edinburgh, Scotland EH7 4HX.

■ 128K owner seeks fellow sufferers to swop hints, tips, gripes and moans. Send letter or tape to Nick Cheesman, 1 Upper Weybourne Lane, Farnham, Surrey GU9 9DG.

■ 21-year old Speccy owner seeks male or female penpal into computers, motorbikes and music. Any age. Write to Lynne Hamblett, Penhalt Farm, Poundstock, Nr Bude, Cornwall EX23 0DF.

■ Old man (31) has Speccy+. Help! I have a lot of games but want to learn programming. Please write to Kevin Potter, 11 Frankton Close, Telford Estate, Monkmoor, Shrewsbury SY2 5UX.

■ Penpal wanted to swop games. I like games such as *Beach Head, Rambo*. Anyone out there got *Transformers*? I'm from Australia and would like a penpal from England. Adam Milsteed, 51 National Avenue, Orange, New South Wales, Australia.

■ Penpals wanted to swop software etc. I have over 600 titles, send your list for mine. Alan Grier, 1 Davaar Road, Saltcoats, Ayrshire, Scotland KA21 6HB.

■ Wanted — 13-year old female penpal. I am willing to swop games and POKEs etc. Please enclose photo. Write to Paul Smith, 24 The Parslins, Deeping St James, Peterborough PE6 8NQ.

■ I am 14 years old and would like male or female penpals anywhere in the world who want to swop software and POKEs and exchange mags, maps, hints etc. Ashley Whatmore, 43 Lowther Road, Bournemouth, Dorset BH8 8NG.

■ Boy, 13, would like good looking girl, 13, as penpal to swop games and general info. Preferably foreign but not essential. I like pop music and am hooked on *Fairlight*. Andrew Taylor, 2 Bramshaw Rise, New Malden, Surrey KT3 5JU.

■ 15-year old male Speccy owner seeks similar foreign English/French speaker, preferably female. All letters answered. Paul Keys, 62 Pangfield Park, Allesley Park, Coventry CV5 9NL.

■ 15-year old good looking, macho Speccy user is looking for 14+ girl. Interests: Speccying, weightlifting, O+Ding, Tolkeining, posing and girls. Include a picture. Andy, 194 Kingsley Avenue, Kettering, Northants NN16 9RV.

■ Desperately seeking penpals! 14+. Female Speccy lover aged 16. Guaranteed reply. Tons of software, many hints,maps, tips etc. All males, females, undecideds write to G Perry, 1 Milcote Avenue, Hove, E Sussex BN3 7EJ.

■ Male, 16, seeks compatible female. All hopefuls must comply with the following requirements: a good sense of humour and taste in music. Photo not required but admired. Andrew Henderson, 11 Rousay Terrace, Aberdeen AB2 6HF.

■ Female penpal wanted, 14+. My interests are music, sport and computers. Photo would be helpful. Write to Nick Stimpson, 61 Greendale Avenue, Edwinstowe, Mansfield, Notts.

■ 10-year old boy seeks an American or Canadian boy of similar age for exchange of tips, chat, Spectrum software etc. Write to David Kelly, Valleyfield House, 17 High Street, Penicuik, Scotland.

■ Female penpal wanted,15-20. I'm interested in weight training and music. Write to Paul Davies, 133 Reedyford Road, Nelson, Lancs BB9 8ST.

■ Penpal wanted anywhere, any age, any sex. Interested in microdrive, serious software or good games. All letters answered. Write to Michel Baele, Box 8B, B-1120, Brussels, Belgium.

■ 18-year old Queen *(God bless her! Ed)* fan seeks penpal, preferably the same age or older, any sex, who has some experience of Spectrum machine code. Write to Aaron Vidgeon, 250 Main Road, Hoo, Rochester, Kent ME3 9HG.

■ I am 10 years old and would like a penpal the same age. I would like to swop games, maps, POKEs etc. Write to Alex Davis, 12 St Mary's Close, Albrighton, Wolverhampton, W Midlands WV7 3EG.

■ My name is Phillip Read. I am looking for a female penpal aged 17+. My interests are computers, listening to music and life generally. Please write to Phillip Read, 6 Rayl Road, Borrowdale, Harare, Zimbabwe.

## MESSAGES, CLUBS & EVENTS

■ Join the Hornsea Software Club! Just send your name and address with a list of games and POKEs to 9 Clifford Street, Hornsea, N Humberside to join.

■ I would like to form a Speccy club in the north east of England. If you're interested write to Liam McKay, 14 Sycamore Avenue, Guide Post, Choppington, Northumberland NE62 5PE.

■ A big G'day and Howdy to Nemesis, Wolfshead, Sharkie and Hodge. Avoid nuclear Paul-out at all costs and hey — let's be careful out there! Signed Amok. Up the commies!

■ Wotcha Hilly, Stu and Parks.The wig ain't real, or is it? I'll do anything for publicity won't I? See ya in CS. Love Gibbo of Hapers Fame! Wig! Wig! *(Wot! Wot! Ed).*

■ Hello reader, I'm so bored, are you? Oh well, gotta go. See ya, Dylan. PS Geetha, will you marry me?

■ Any POKES, tips for any games. Send to 15 Manor Road, Horbury, Wakefield, W Yorks WF4 6JD.

■ Spectrum Unemployed User Group. Free: membership, software swops, legal advice, DHSS advice, tape magazine and much much more. Please send sae only to SUUG, 86 Crewe Street, Normanton, Derby DE3 8QP.

■ Ricky Strachan! Sorry I've not written but I lost your address. Please write soon. Stuart Butterfield, 1 Poole Crescent, Crossgates, Leeds LS15 7NB.

■ Rachael — the filing system is now complete and ready for use. Keep plugging away at your Speccy! We love you — the boys at Skye Link Computer Data.

■ Fed up with the games you can't handle? Write to me — Andrew Hetherington, 17 Catalina Gardens, Newtownards, Co Down, N Ireland for a free handbook full of hints, POKEs, maps etc.

■ Help given for *Eureka, Sub Sunk, Ashkeron, The Helm, Mind Shadow, Message From Andromeda, Quest For The Holy Grail*. Send sae to Ray Nurden, 57a Gaer Road, Newport, Gwent NP9 3GY.

■ The Spectrum Gamer is a great software review magazine. Send 50p (includes p+p) for the latest issue. Send to TSG, 43 Paddockhurst Road, Gossops Green, Crawley, W Sussex RH11 8ET.

■ Wanted — any used postage stamps in any condition for Blind School to train dogs. Please help by writing to Steve, 50 Criterion Street, Reddish, Stockport SK5 6RY.

■ Please help! I need tips and POKEs etc for old games like *Jet Set Willy* and *Manic Miner*, so try your best to send them to me. Lesley Beresford, 2 Stone Street, Penkhull, Stoke on Trent, Staffs ST4 7HJ.

■ Sex! Now you're here, is there anyone around the Pontypridd area who wants to start a Speccy fanzine? If so then contact me as soon as possible. Greg Robinson, 1 Ruperra Court, Berw Road, Pontypridd, Mid Glamorgan.

■ Adventurers — exchange your complete games. Send sae for details to AES, 78 Merton Road, Wigan, Lancs WN3 6AT.

■ Hello Adam! Bet this gave you a shock! How's your Speccy? Our Drive is still on the blink. Hi from Burdy. From Tony (who else?) PS Sorry about France.

■ Hi Mick! Now I've got an advert in *YS*. Hi to all you SUUG members. Spread the word — SUUG is the greatest. AAA018 Dave Gray.

■ Hello Ian and Mike. Get cracking now and stop playing games like *TISF*, okay? From the man in the Sherwood neighbourhood. Is this a clue? DW.

■ Wanted — POKEs for any games, old or new. Write to Chris Joseph, 51 Mayfield Road, Bury St Edmunds, Suffolk. All letters will be gratefully received.

■ Is there anyone in the Tameside/ Manchester area who would like to form a Spectrum user group? Contact N Coburn,9 Wellington Clough, Ashton under Lyne, Lancs OL7 9NU.

■ Desperately seeking Susan!! What has happened to you? Write to Jon, 51 Willow Crescent, Sutton in Ashfield, Notts NG17 2GA. Holiday, Like A Virgin, Angel, Gambler, Dress You Up, Madonna Ciccone.

■ Scrote splooges to Rex, Andy, Trace, Cath, Mick and Neil of the corner. Hope your brains hold out. Everyone else censored off. Paul 'Face like a hairy nose' Long.

■ Hi Hercum, now you've had your name in *YS* twice. And guess what? I haven't been back in hospital for at least two weeks now! Yours, Vic 20, Tab 10.

■ You are a turtle Per Anders Carlsson, Karlstad, Sweden. A slug is much faster in sending its tape. Hurry or I'll cut you off! John Boere, Ramsesdreef 215, Utrecht, The Netherlands.

■ Federation of Small Computer Magaines. If you run a mag, reap the benefits of economies of scale. Write to FSCM, 21 Berry Drive, Irvine, Ayrshire KA12 0LJ.

■ Thanks to everyone who replied to my ad in *YS* May iss. Sorry I did not reply to every letter — I had at least 60 enquiries. I want *Elite*, swop for software. Alister Hill, 63 Harlow Moor Drive, Harrogate, N Yorks HG2 0LE.

■ For sale — solutions to adventures. Games include *Hampstead, Terrormolinos, Urban Upstart, Hobbit, Sub Sunk, Systems 15000, Shadow Fire* and *Mad Martha*. Only 50p each. Send sae to 56, Old Church Road, Uphill, Weston Super Mare, Avon BS23 4UP.

■ The Mid-Cornwall Co-op Computer Club is the largest computer club in Cornwall and meets every Monday evening at 7.15pm to 9.30pm at the Co-op Rooms, Victoria Road, Roche, Cornwall. It is for all makes of machine and anyone interested should tel. Mike Richards on (0726) 890473.

■ 48K User is a great Spectrum review mag. For a copy of the most recent edition send 50p and a stamp to Scott Thompson, 40 Downe Avenue, Cudham, Kent TN14 7QX.

■ Hello to all of 3C at Caldew School. I don't think fat blob Calvert should have got *Rambo*. It's rubbish! From Sam.

■ Elinor Jensen! I love you and no-one else! Love Fletch. *(Aaaah! The YS Cupid)*

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# HARDWARE

■ Speccy for sale. Includes Dk'Keyboard and *SpecDrum* and amplifier, tape recorder, books, mags and 16 tapes. Will sell for £175. Tel. (0474) 533600 after 5pm and ask for Shaun.

■ 48K Spectrum, AGF programmable joystick interface, Quickshot II, data recorder, work station and nine original games including *JSW, Paintbox, TLL, Chuckie Egg, Skool Daze, Airwolf*. £135 ono. Tel. (0302) 743199.

■ Ram Turbo joystick and cartridge interface, perfect condition £10. Currah MicroSpeech £15, all documentation etc. Please write if interested to Rob Lawson, 54 Almond Road, Kettering, Northants.

■ 48K Spectrum, Alphacom 32, five rolls, joystick, interface, 3 channel sound, light pen, tape recorder, lots of software, books and mags. Cost £600+, accept £200. Tel. (0765) 5467 and ask for Ian.

■ 16K ZX81 and speech synthesiser to swop for microdrive and Interface I. If interested write to Robbie Murray, 26 Craigbank Road, Larkhall, Lanarkshire, Scotland.

■ For sale: Currah MicroSpeech and demo tape £20 ono. Tel. (034284) 2265 and ask for Stuart.

■ Will swop my Quickshot II and Dk'Tronics dual port interface for either a Currah Speech pack or printer. Must be in good condition. Tel. (0209) 215759 after 4.30pm.

■ 48K Spectrum, boxed with manuals, one year old, £50. Also 20 games including *Dambusters, Roland Rat, Gyroscope*. Total value £120, sell for £50 or buy the lot for £90. Tel. (0334) 74684 and ask for David.

■ Wanted: Saga III or Saga I for software swop. I have 100+ original tapes and will negotiate. Also on offer: Dk'Tronics keyboard, tapes including *Elite, Rasputin, Fairlight, Glass, Astroclones, Avalon*. Tel. 021-444 8324 and ask for Peter.

■ Dk'Tronics light pen including interface and software, sell for £15. Tel. (0273) 775745 after 4pm and ask for Riso.

■ Protek 1200 Modem with ZX Spectrum interface inc. cables, software, operating instructions — only used once, bargain at £49. Tel. 061-980 7991 and ask for Nigel.

■ 48K Spectrum+, Interface I and microdrive £70, programmable interface £13, VTX 5000 £30, Currah MicroSpeech £15, microdrive convert tapes £10 — or £200 the lot. Tel. 01-868 3451.

■ Programmable joystick interface, joystick, Dk'Tronics light pen and a selection of games to the highest bidder or for a VTX 5000 Modem. Tel. (0902) 892098.

■ 48K Spectrum with keyboard, ZX Printer, five rolls of paper and £20 worth of software — sell for £90 ono. Write to K Farrow, 76 Magnolia Court, Salford, Manchester M6 5AN.

■ Dk'Tronics light pen still in box with instruction booklet. Unwanted gift, sell for £15 ono. Write to Richard Ward, 3 Whitman Close, Barnack, Stamford, Lincs PE9 3EL.

■ Spectrum 48K+, tape recorder, joystick and interface, over £300 worth of software and *SpecDrum* all for only £250. Tel. Nottingham 820513 after 6pm and ask for Mike.

■ Spectrum+, joystick interface, books, mags and £200 worth of software £100 ono. Tel. Barnsley 291248.

■ ZX Interface I and microdrive with several cartridges, only two months old and little used — £70 (£100 new). ZX printer in good condition £15 ono. Tel. (04867) 80080 after 7pm.

■ Microdrive and Interface I plus cartridges, excellent condition, still four months under guarantee. Bargain at £75. Tel. (0742) 365765 after 5pm.

■ Will swop 40 top games, including *Mega Hits, Computer Hits, Exploding Fist, Winter Games, Commando* for VTX 5000 or microdrive and Interface I or 20 games for a light pen or MicroSpeech. Write to Jon King, 9 Porthminster Terrace, St Ives, Cornwall TR26 2DQ.

■ Spectrum 48K, Saga I keyboard, Interface II, printer and five rolls of paper, cassette recorder, lots of software and books and complete set of *YS* £185. May split. Tel. (06286) 62843 after 5pm.

■ For sale, Speccy and data recorder, Kempston, desk and lots of software (*Sherlock, Fighter Pilot, Blue Max, Dam Busters, Gyron* etc). Tel. (0625) 872674 and ask for Peter after 6pm.

■ Rotronics wafadrive with 11 wafers, manual, word processor, games, swop 48K Spectrum+ or microdrive. £80 ono. Tel. Luton 504319.

■ Spectrum+ with MicroSpeech, Timex printer, books, magazines, £500 worth of software. A bargain at £200. Tel. (0302) 5346402.

■ ZX Spectrum+, Data recorder, 12 games (all 48K) including manuals etc. Worth £200, will sell for £100 ono. Tel. 01-472 0882 and ask for Scott.

■ 48K Spectrum, Kempston joystick interface, Kempston Formula I joystick, cassette recorder and six games. Selling for £120. Tel. 051-608 1218 after 6pm and ask for Martin.

■ Sell CurrahSpeech and Dk'Tronics light pen both still boxed £16 or sell separately. CurrahSpeech £14 and light pen £5. Tel. Kidderminster 751042.

■ 48K Spectrum+, Interface II, joystick, two computer compatible cassette recorders, 40 games (*Impossible Mission, Robin Of The Wood* etc), 60-70 magazines. All worth £540, will sell for £460. Tel. 01-855 4732 and ask for Surinder.

■ 48K Spectrum, Interface, lightpen, sound boost, 30 new games including *S. Unicorn, H. Sports, Quill, Patch, Illustrator, Back To Skool, Winter Sports, Tomahawk, Frankie, Artist*. Value £520, asking £200. Tel. (0239) 78379 and ask for Rick.

■ ZX Spectrum+ for sale, as new. Also ten games, a joystick and interface. Just £110. Tel. 01-801 9882 after 4pm and ask for Mustafa.

■ For sale: 48K Spectrum, WHS data recorder, over £350 worth of software (new titles), Ram Turbo 2 port joystick interface, Quickshot II, worth well over £450, any offers? Tel. Edwin on 01-998 7421.

■ Will swop latest software for hardware eg. microdrives, disk drives, printers, light pens, speech or sound synths, SpecDrum, *Shadow Of The Unicorn* etc. Tel. (0792) 60845 after 3:40 on weekdays and ask for Dan.

■ 48K Spectrum, Dk'Tronics keyboard, amplifier, Comcon interface, Quickshot II joystick, software worth £100+ including *Hell Fire, Flyer Fox, TLL, Hurg, Spy Vs Spy* £190 or swop for 128K Spectrum. Tel. (0902) 335783 and ask for Adam.

■ Light pen and Wafadrive. Swop for Datel sound sampler or sell for £65 ono. Tel. (0532) 774492 and ask for Simon after 4.30pm.

■ For sale — Currah MicroSpeech with tape, still in box, only £14. Write to G Webster, 5 Radley Walk, Alec Park Estate, Moss Side, Manchester M16 7LN.

**Looking for a house, a boat or a car? You're in the wrong place. *But*, if you're after hardware, software or penpals, *Input/Output* is the place to look!**

# SOFTWARE

■ Will swop my *Saboteur* and *Tasword II* for *Movie* and *Robin Of The Wood*. Tel. (0443) 409629 or write to Gareth Williams, 91 Wood Street, Cilfynydd, Pontypridd, Mid Glamorgan, Wales.

■ Hi! Any Speccy owners who would like to swop software. I have all the latest titles from *Superbowl, Ping Pong, The Way Of The Tiger* to *V* and *Green Beret*. Write to G Eden, 44 Bramwell Street, Parr, St Helens, Merseyside.

■ Will swop *Commando, Hyper Sports, Zoids, Exploding Fist, Tranz Am, Saboteur* for any of *Critical Mass, Mikie, Enigma Force, Wham! Music Box*. Write to Alex Balliet, 2 York House, Carlisle Lane, London SE1 7LE.

■ Swop *Elite, Gerry The Germ, International Karate* for *Art Studio*. All in good condition. Tel. (0282) 76630 after 6pm and ask for Lee.

■ What an offer! Swop my *Hyper Sports* and *Nodes Of Yesod* for *Elite* — must be complete. Tel. (0642) 783447 after 4.30pm and ask for Neil.

■ Swop *Adrian Mole* for latest software. Swop *Underwurlde, Cavelon, Cylu, TLL* plus others. Tel. (0283) 713522 and ask for Robert.

■ Swop many adventure games including *The Hobbit, Shadow Of The Unicorn* etc. Also swop *Red Arrows, Dambusters*. Please send a list to Paul Aistrop, 100 Handsworth Crescent, Sheffield S9 4BR.

■ Games to swop. Send your list for mine. Paul Pinch, 63 Augustine Way, Haverfordwest, Dyfed SA61 1NZ.

■ Will swop *Knightlore* for *Wham! Music Box*. First reply secures. Write to Stuart Vyse, Shepherd's Bush Farm, Main Road, Long Bennington NG23 5HU.

■ Will swop *Rambo, Cyclone, Saboteur, Buggy Blast, Beach Head* or *Hyper Sports* for *Robin Of The Wood*. Tel. Max on (0290) 50184 after 4pm.

■ I have 400+ games. Anyone on Prestel with a Speccy just give me an MBX to do some swoppin'. My name is Stuart and my MBX is 515464640.

■ Swop *Adrian Mole* for latest software. Swop *Underwurlde, Cavelon, Cylu, TLL* plus others. Tel. (0283) 713522 and ask for Robert.

■ Wanted! *The Young Ones*! Will swop for *Dynamite Dan* and *Saboteur*. Write to Kevin Calvert, Woodland View, Coombe Road, Limehead, St Breward, Cornwall PL30 4LU.

■ Will swop *Elite, Commando, Three Weeks, Rambo* for *Way Of The Tiger, Fairlight, Zoids, Heavy On The Magick*. Also *Lord Of The Rings* for *Kentilla, Tower Of Despair, Mordons Quest* (any two) or *Illustrator*. Henry Farrell, Palmershill, Cashel, Co Tipperary, Ireland.

■ Will swop *Elite, Tasword II* and *10 Computer Hits* for *The Artist* or *Art Studio*. Tel. Tunbridge Wells 31571 and ask for Michael.

■ Will swop *Valhalla, Ghostbusters, WOF, Mountain, Gyroscope, Dynamite Dan* and *Battle Of The Planets* for Kempston Quickshot with interface and *Arc Of Yesod*. Tel. Tunbridge Wells 29251.

■ Software to swop. Many games and utilities. Especially interested in sport simulations. Send your list for mine. Write to Haydn Barker, 24 Micklebring Lane, Braithwell, Rotherham, S. Yorks S66 7AS.

■ Swop *Enigma Force, DT's Decathlon, The Rats, Nodes Of Yesod, Spy Vs Spy, Quest For The Holy Grail, Frankie, Eureka, Valkyrie 17* and *WS Basketball* for other great games. Write to Tony Jacobsson, PL4142, 52050 Stenstorp, Sweden.

■ Swop *Graham Gooch Cricket, Aztec, Who Dunnit, Desert Burner, Ah Diddums* for *Elite*. Paul Rockfall, 22 Skeffington Road, East Ham, London E6 2NB.

■ Will swop many top titles including *Fist, Shadowfire, Spy Vs Spy, Bulge, Desert Rats, Arnhem, World Basketball, Sold A Million*. Want a good art package, Zeus assembler. Send your list for mine. Robert Snow, 29 Park Drive, (*Cough, splutter, wheeze! Ed*), Baldock, Herts SG7 6EW.

■ Wanted — *3D Star Strike* or *Star Strike II* for *Rambo* or *Rocky Horror Show* for *Match Day*. Write to Nick Ralph, 33 Station Road, Dersingham, King's Lynn, Norfolk.

■ Will swop any two out of *Rockman, Spellbound, Rocky, Wild Bunch, Backpackers Guide for Monty On The Run, Glass, Trashman, Frankie, Booty, Jet Set Willy II, Sir Fred, West Bank, TLL*. Write to Steven Martin, 53 Warwick Road, Walton, Peterborough, Cambs PE4 6DE.

■ Swop *Three Weeks In Paradise, Zaxxon, Yie Ar Kung Fu* and *Caves Of Doom* separately or together. Tel. (0904) 24097 and ask for Dean after 5.30 pm.

■ Will swop *White Lightning* or *Three Weeks In Paradise* for *Quill* series C or *YS Mega Basic*. Tel. 061-429 6620 and ask for Simon.

■ Software to swop. Includes *Saboteur, WOTEF, Never Ending Story* and more. Tel. (0856) 76204 and ask for Colin after school hours. Wanted — *Street Hawk, Way Of The Tiger* etc.

■ I've got *Shadowfire* and *Enigma Force* and want *Lords Of Midnight* and *Doomdark's Revenge*. Will also swop *Starion* for *Saboteur*. Tel. (0924) 829049 and ask for Ian after 4pm.

■ Swop *Spyhunter, Decathlon, Underwurlde, Alien 8, Sabrewulf, Bruce Lee, Scrabble, Booty, Super Test* etc. £150 worth for hardware or serious software. Also Kempston Interface. Write to R MacKay, Brochrobbie, Brora, Sutherland, Scotland.

■ I'll swop *Beach Head II, Gremlins, Gift From The Gods, Sabrewulf* for *Lord Of The Rings, Sweevo's World, Alien 8, Marsport*. Will swop separately. Tel. 031-664 7546 and ask for Paul.

■ Games to swop. Send your list for mine. Write to M Hinds, 4 Laurel Close, Shirebrook, Nr Mansfield, Notts NG20 8HX.

■ Will swop *Buck Rogers, Blue Max* and *Computer Scrabble* for *Fairlight* and *Sweevo's World*. Will swop separately. Tel. Blantyre 820840 or write to Colin Thompson, 3 Udston Terrace, Burnbank, Hamilton, Lanarkshire ML3 9HU.

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THIS MONTH MAX PHILLIPS FINDS SOMETHING NASTY UNDER HIS BED.

# BACK LASH



You should see the things I keep under my bed. They're what you call personal and private. Things I don't want anyone to know about. You'd be shocked.

It's always the first place people look though, isn't it? You know, when they drop round for the first time and you pop out to the loo? You walk back in and they stand up sharpish. "Oh, just dropped my contact lens".

"I didn't know you wore contact lenses behind your glasses".

Funny business, isn't it?

Anyroad, this happened to me the other day. Now, before you panic and turn over (which would be a bit stupid 'cos this is the end of the magazine), it wasn't as bad as it could've been.

I just turned round to put True Colours on for the fifteenth time when my friend emerged from the bedroom. It was her first time — in the flat stupid — and she was looking around. And then she held it up.

"What's this?", she asked.

It was one of my most secret possessions. Something close to my heart. Something I've treasured for years.

"*Ah Diddums* from Imagine Software."

Naturally, at this point, she said she wanted to. And I loaded it up straightaway.

Keep it quiet but I still like this game. I remember when I got my hands on it first. I remember phoning Imagine up to ask what you were supposed to do.

"A lot of people have asked that", said the nice man, while explaining. But I reckon it's a great game once you know what to do.

What struck me at the time was that it was the first Spectrum game I'd ever seen that really did amazing things with the machine. That made you stop and think "Wow!" — in between fighting for your next go.

The best thing I thought you could do with a Spectrum was *Horace Goes Ski-ing.* Alright — so I wasn't *completely* with it in those days.

Award yourself 100 points if you know what this shaggy dog story (I'll rephrase that — I may be shaggy but I ain't a dog) is leading up to.

Yeah, *Ah Diddums* is a pile of bear droppings compared to today's games. Okay, it's fun,

## IT WAS HER FIRST TIME...

easy to play and was brilliant in its day. But it doesn't use the Spectrum anything like it's been used hundreds of times since. This is the same state that the 128's software is in now.

So what's all this complete dribble from our dear software houses about the 128? Why is 128 software virtually non-existent?

There's a rumour that the smart money has moved into the software business; that the experienced marketing men have taken over; that the big allied companies will squash all the little guys.

How can we tell? Why not put your money where your mouths are? Talk to a couple

## WHY IS 128 SOFTWARE VIRTUALLY NON-EXISTENT?

of programmers about it. Maybe wearing jeans would help.

*This, Mr. Bigshot Marketing Man, is how it is ...*

There is no demand for the 128 yet because you haven't backed it. Because you are trying to kill it.

The demand will come when you get your programmers working on it. When you start turning out the software.

Do you think Bugbyte, Imagine, Quicksilva, Artic and the rest all wimped about waiting for the Spectrum to take off? Would anyone buy a computer for which there was no software ... just so that they could go ahead and develop some for it?

Those guys didn't even have the money to take risks with. But they had what it took to make the Spectrum number one. Foresight, imagination, talent. Guts.

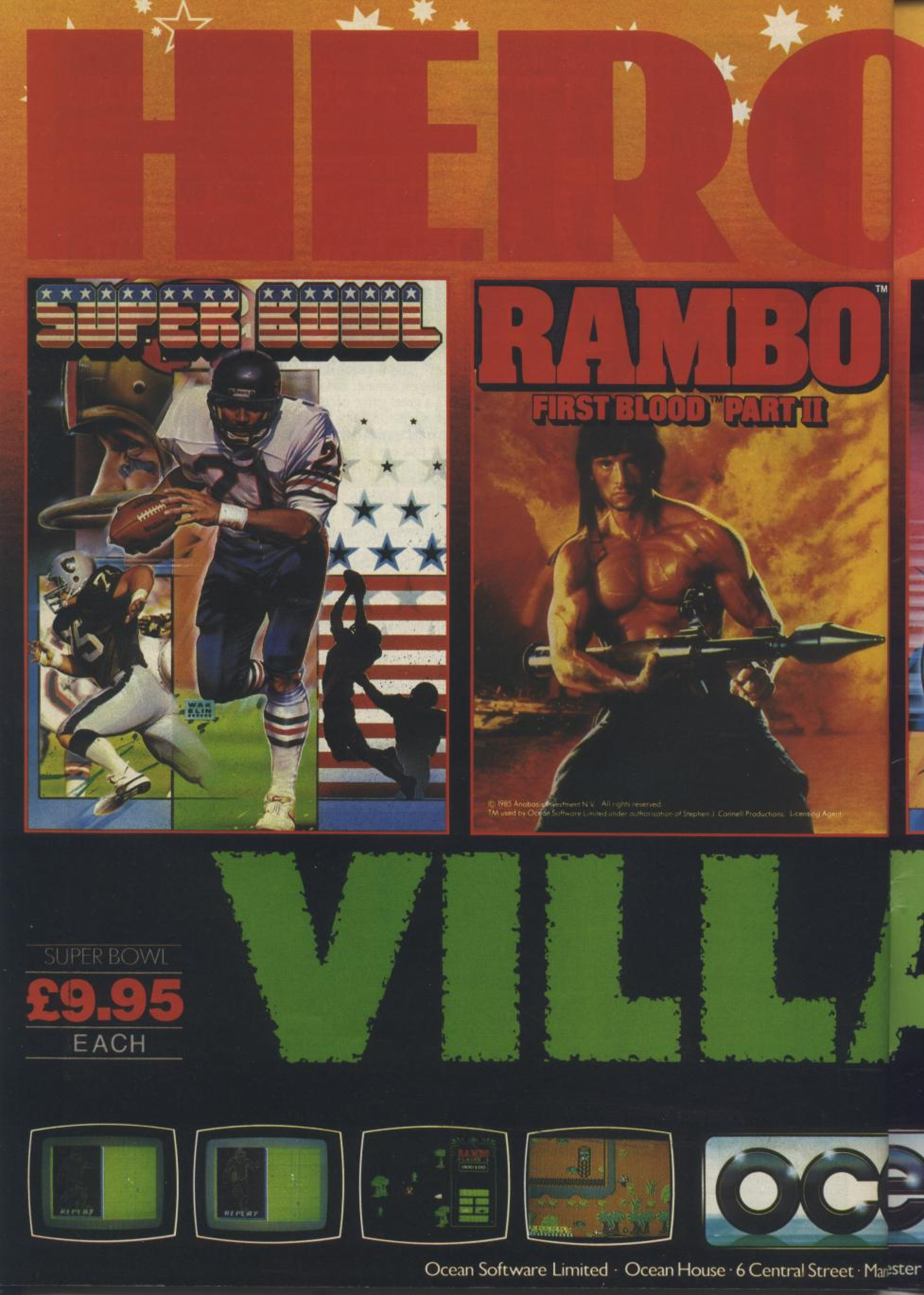
And you won't get results right away. It'll take programmers time to figure out the tricks the 128 can do. And we could do with some big breakthroughs in game design to figure out what to do with all that space.

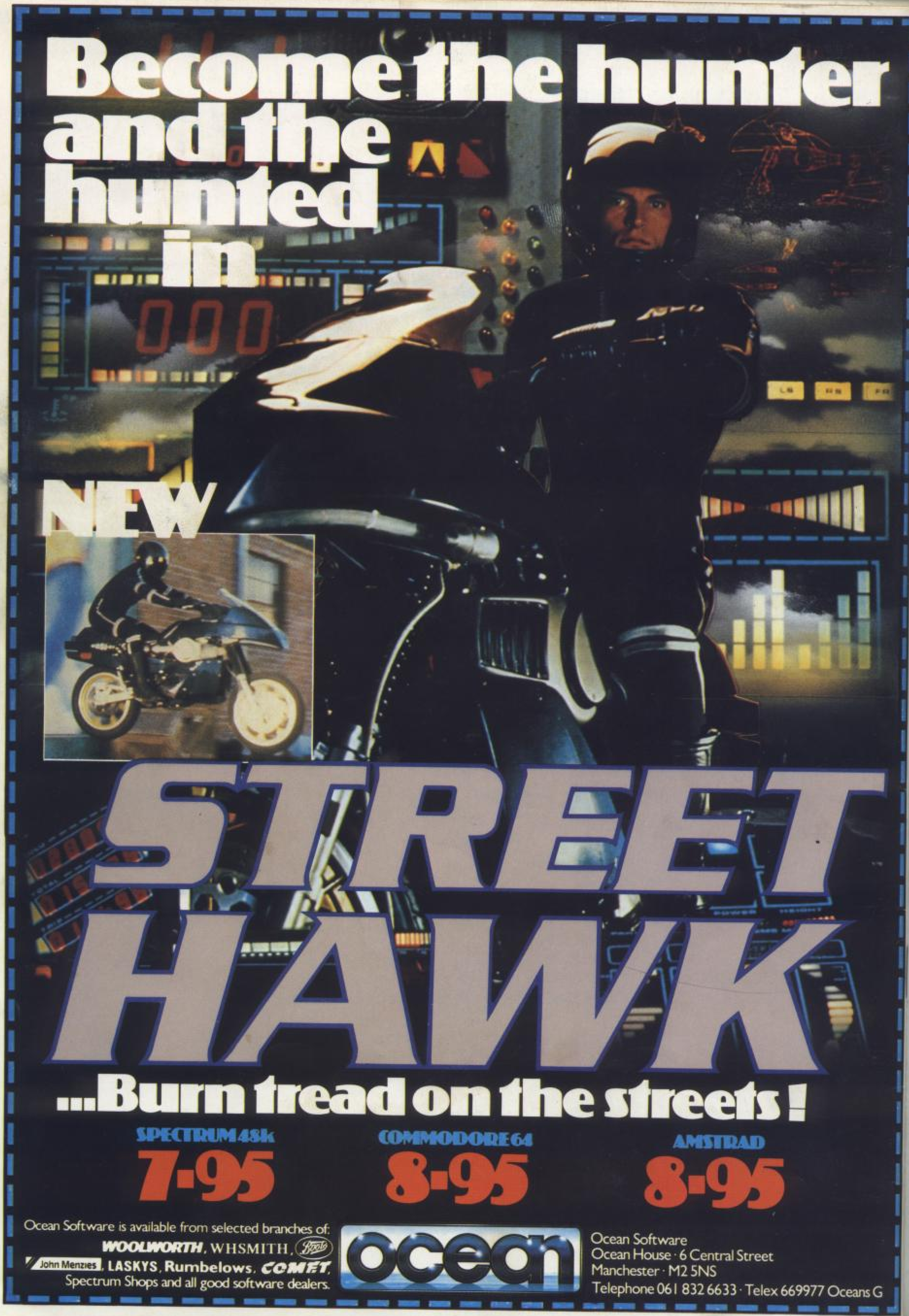
You want to stay in business? You want a demand for the 128? Then start stacking those bricks and climb into the next toy box. Support the 128 now!

Mastertronic's *Knight Tyme,* I love you; Eugene Evans, Matthew Smith we need you now more than ever; everyone else get their fingers out.

Or all our Speccies will end up hidden under our beds.

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